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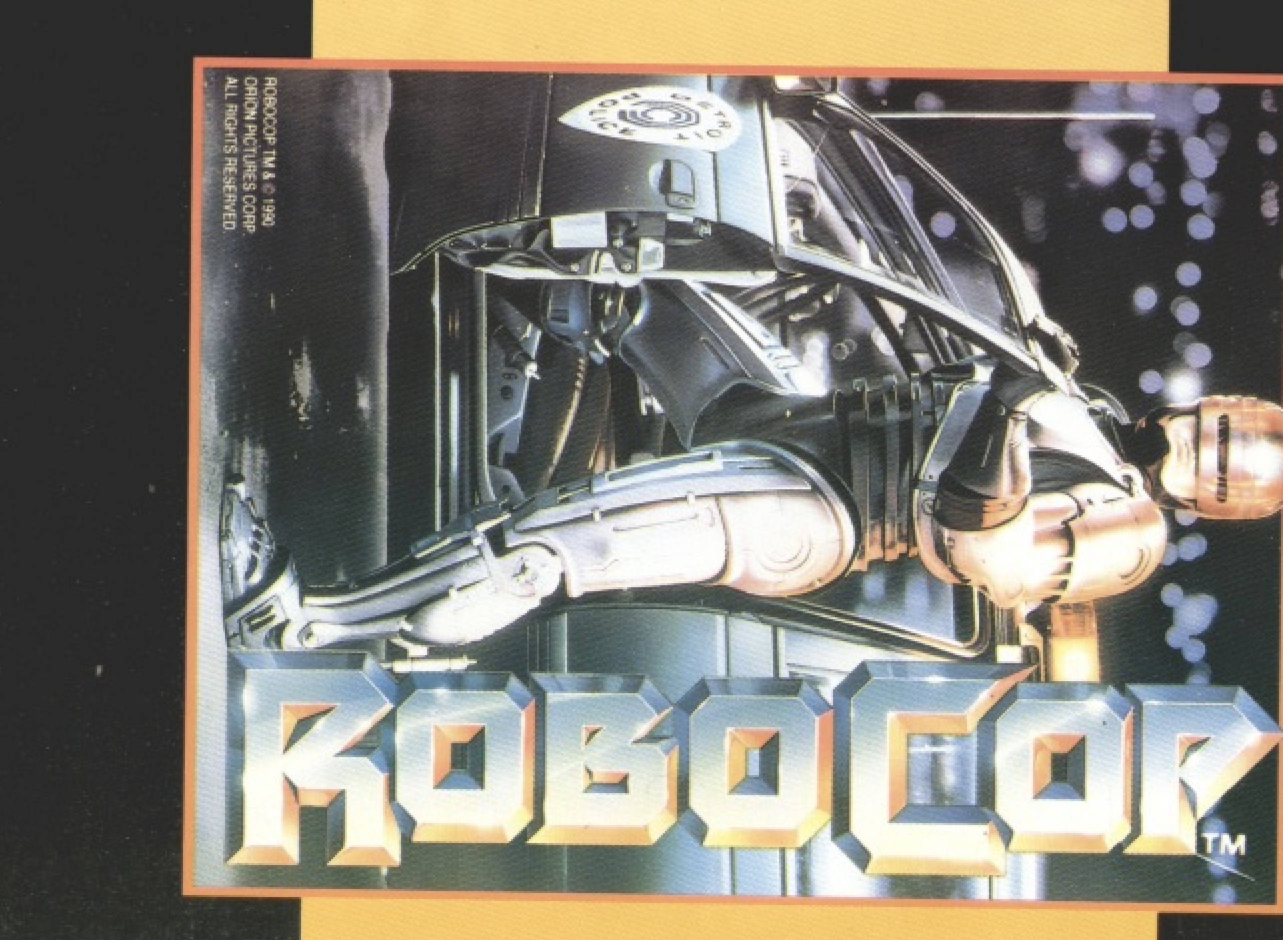


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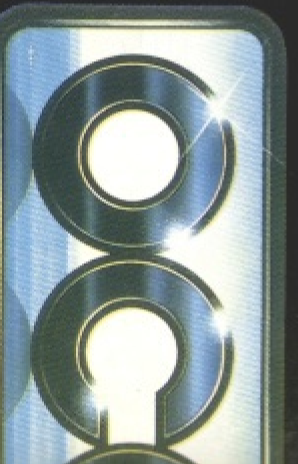
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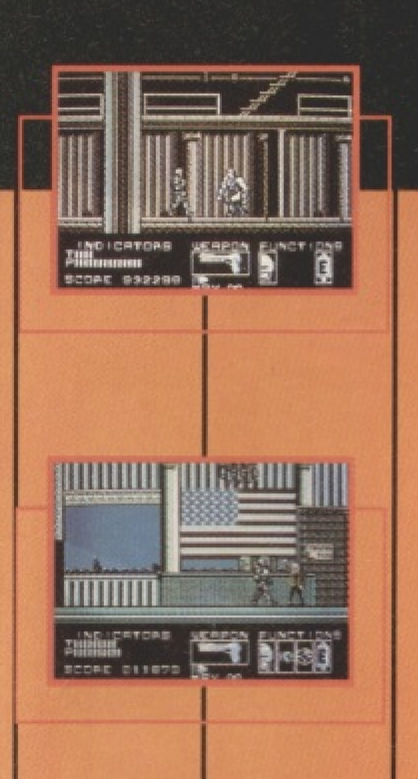
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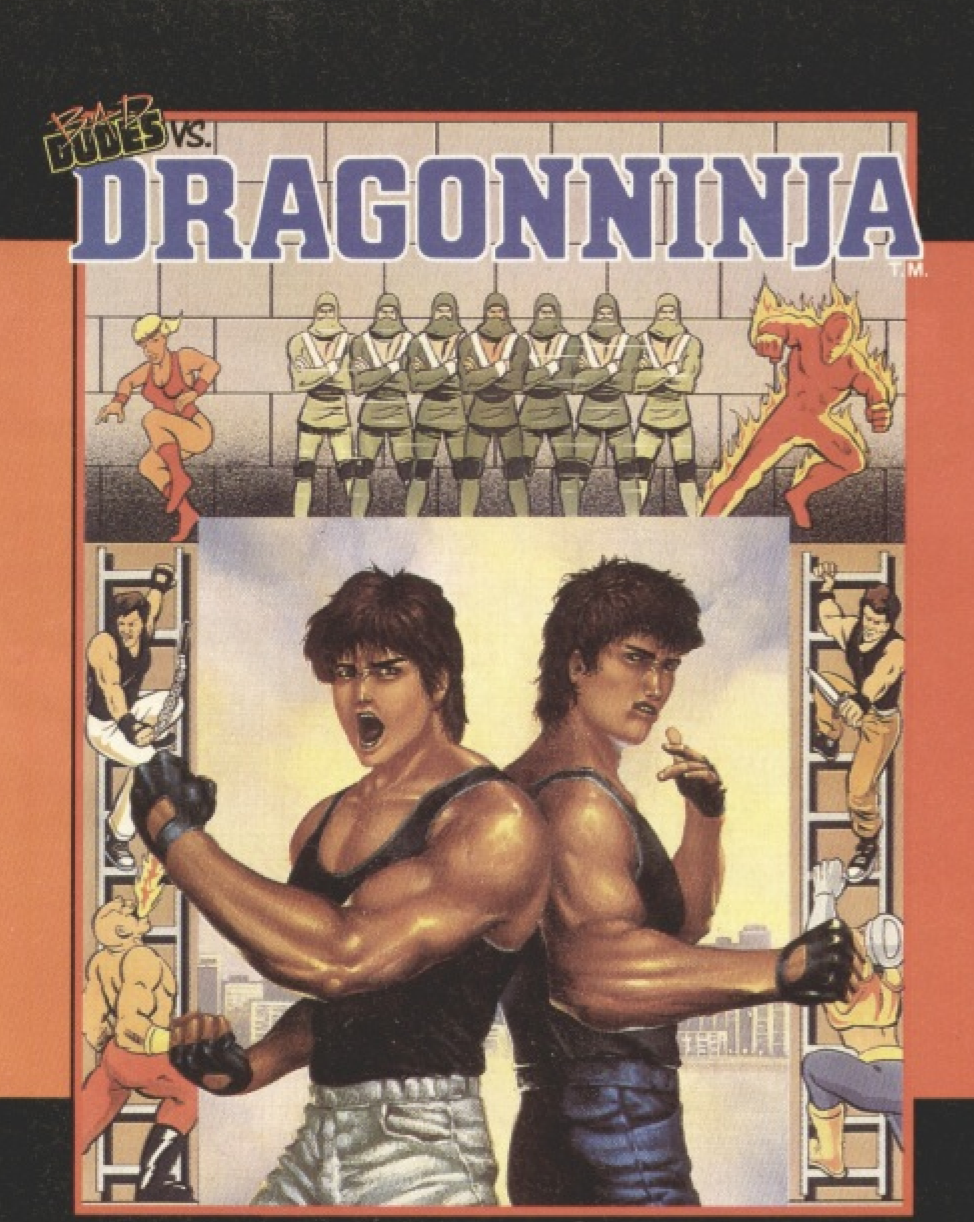
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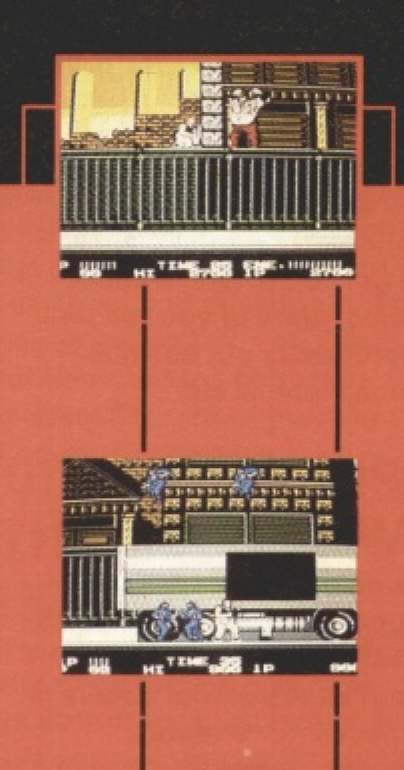


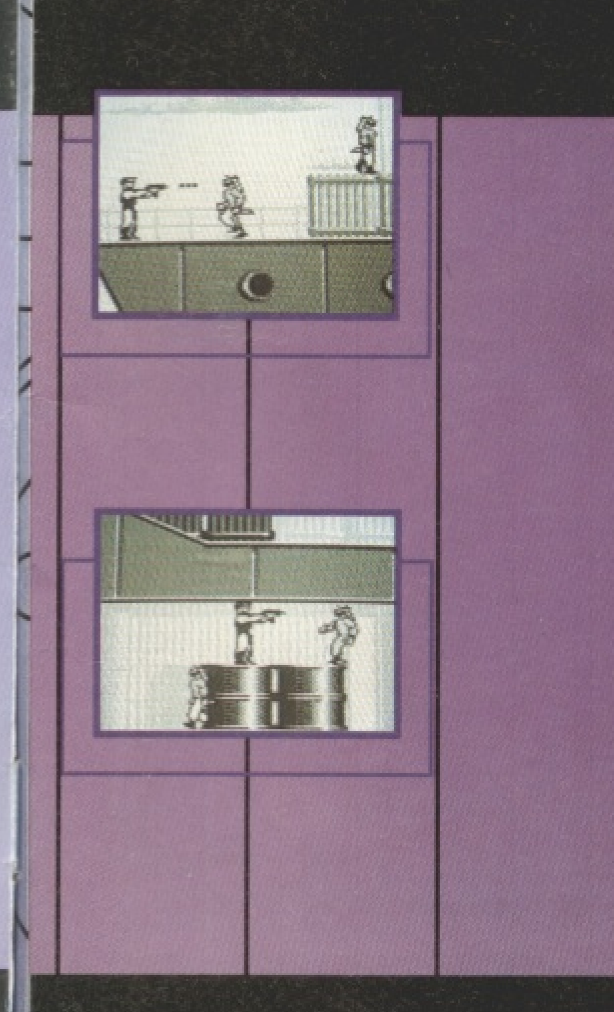




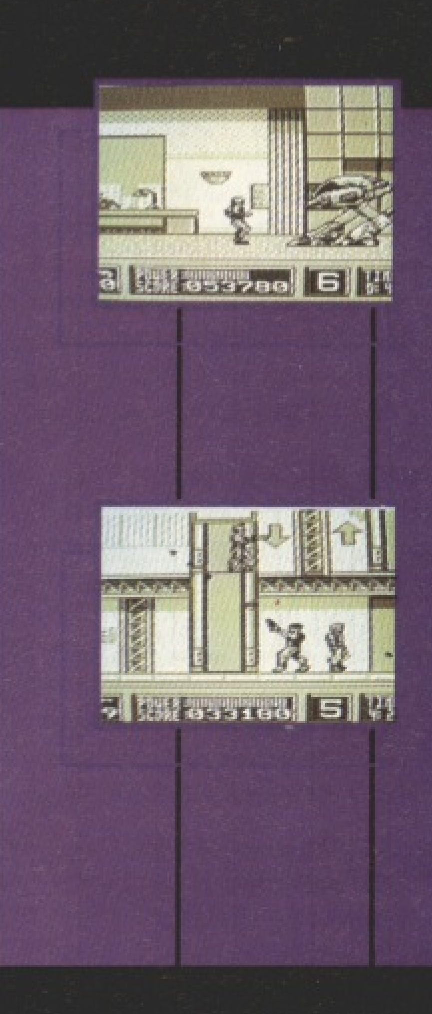














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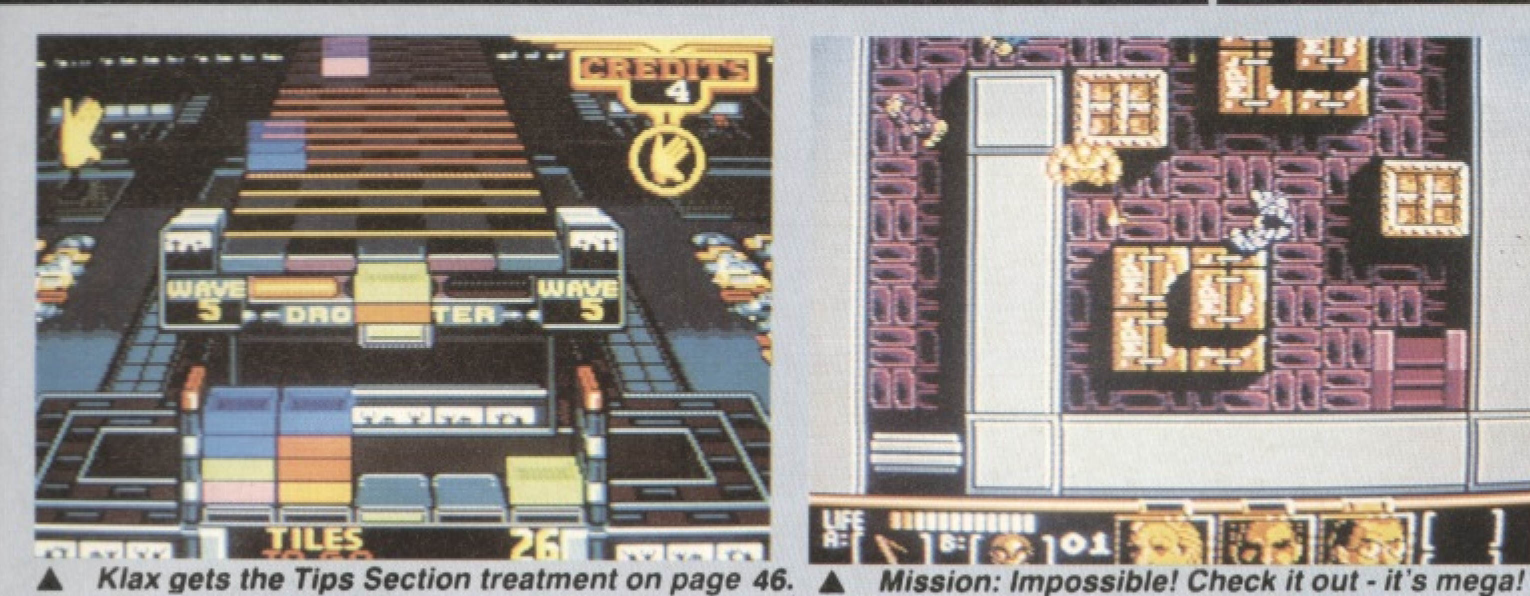


▲ *Star Wars is the star review!*

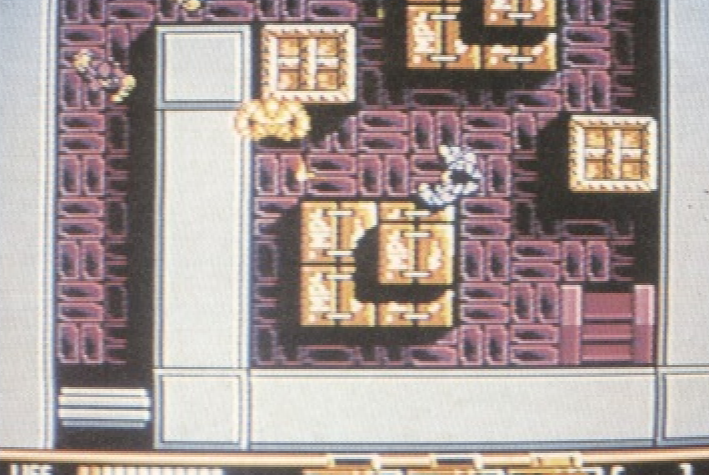
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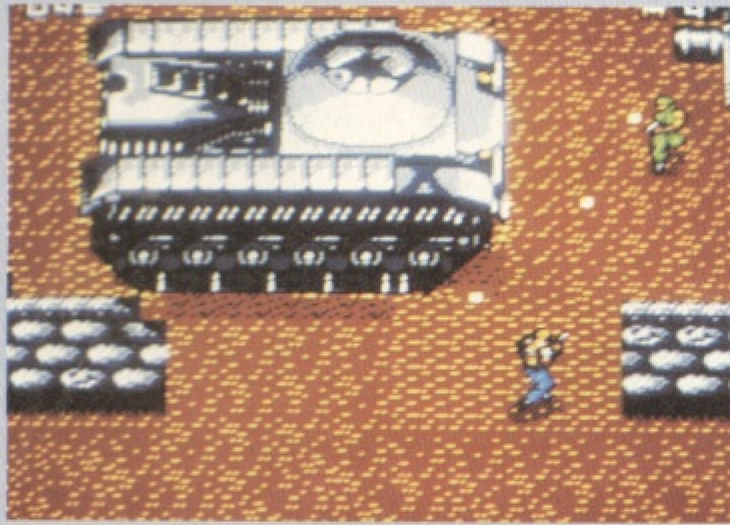
▲ *Klax gets the Tips Section treatment on page 46.*

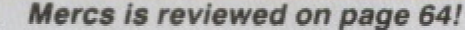


▲ *Mission: Impossible! Check it out - it's mega!*



▲ *Castlevania IV - reviewed on page 124.*





▲ *Mercs is reviewed on page 64!*



▲ *Dragon's Lair is reviewed this ish!*

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SUPER FAMICOM

WHO DUNNIT

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THANKS THIS MONTH TO: Currie Motors of Southend for being so prompt in fixing Jazza's 205 GTI after he smashed it into the back of an XR3i - doh! And thanks to Santa Claus for coming to town.
HELLO TO: Fanny and dick.
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COMPETITION RULES

EMAP Images employees or their immediate family aren't allowed to enter any of our comps, because it would be unfair if they did. And Dwayne Minton of West Wormwood and his family can't enter either, because they've got pus-filled scabs on their bottoms which they squeeze into jam jars and keep in their fridge.

JAZZA'S FINAL BIT

Christmas carols are still rolling in - including some particularly tragic ones on tape! Most are completely lacking in the mirth and originality departments, but there are a few which shine out like jewels in a dung heap. Could your entry be a winner? Or was it chucked into the dustbin with the rest of the crap? All these questions and more will be answered in next month's final bit. Be there, or be a lard-assed spoon boy.

EDITOR



A very quick Happy New Year to you all! It's a bit of a short note this month 'cos I'm just about to shoot off. Errr. Shoot off to Las Vegas that is. The reason for all this transatlantic malarkey is because I'm off to the Winter CES show. There's going to be tons of new stuff on display (including hundreds of new games, new consoles and new CD-ROM technology), so expect a special at-the-show report next month and a full report in the March edition.

INSULT SPECTACULAR

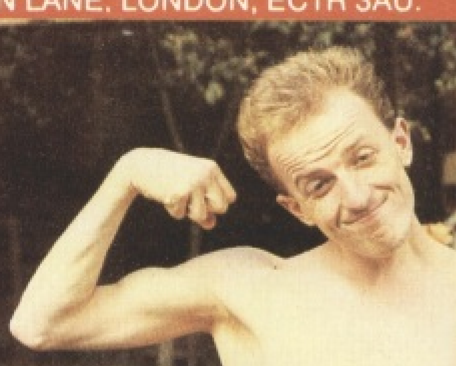
Once again, loads of pictures have flooded in from readers daring us to insult them. If you reckon you're rock hard enough to stand up to a MEAN MACHINES insult, send in a recent, decent or indecent photo of yourself and if your sad mug is selected, we'll insult you. It's as simple as that. Send your pics to: I'M ONE OF LIFE'S TRAGIC CASES JUST RIPE FOR INSULTING, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



▲ Daniel Evans of Newcastle after having 24 lemons shoved up his ass.

▼ Steven of Ruislip and his bizarre "pleasure" toy.



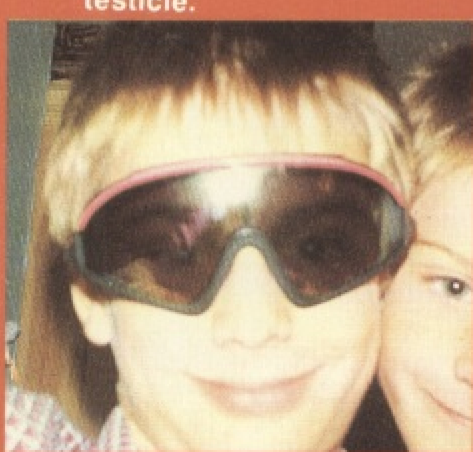


▲ Commiserations to Pam of Guisley, Leeds for recently getting engaged to Richard Barker (pictured here), a sad mockery of manhood who makes Karen Carpenter look like the Incredible Hulk.



▲ Sean Sloan of Doddington: Frankenstein's retarded love child.

▼ Luke Edwards of Huntingdon: the grinning testicle.



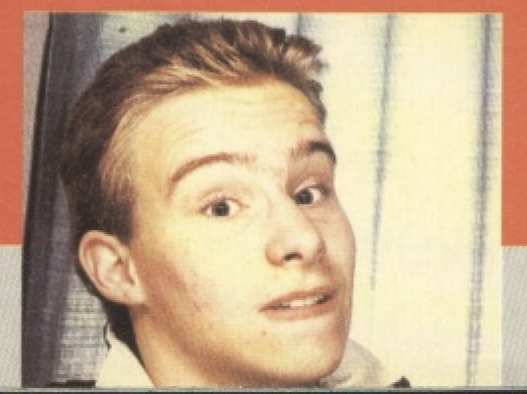
◀ What's the definition of vegetable soup? Doug Farnan of Dundee in his bath.



▲ Stephen Bailey of Maesteg reckons "fat, "four-eyed and chubby" could be used to describe this four year old picture of himself. We'll just settle for "pathetic elephantine lard-ass".



▲ Mr Wee Willy Winkie, AKA Keith Pentland of Caithness about to fill his brand new incontinence pants



RIAL



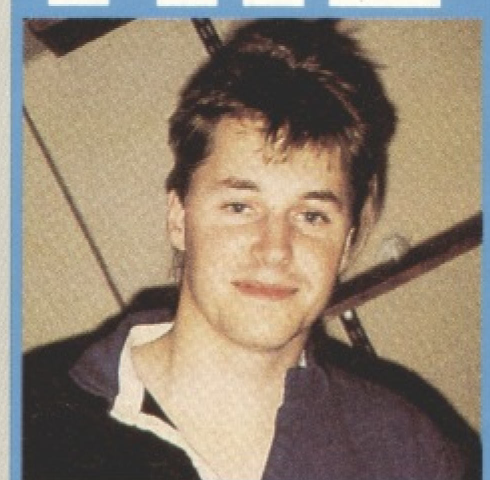
It must be a wig that Clint Goodson of North Tuddenham is wearing. Surely even the saddest, most brain-dead moron wouldn't wear his hair like this.

SUPER FAMICOM GOOD ENOUGH TO EAT

Nintendo have just launched a new console - the edible Super Famicom, which lets you play all your favourite games and then provides you with a meal after you've finished. Actually, we're spinning our chins somewhat. The item in the photo is a cake made Tim Walker and Rupert Grounds of Comberton, Cambridge. Doesn't it look tasty. Mmm-mmmm. Yum, yum, yum. A veritable feast. Feeding of the 5000 here we come...



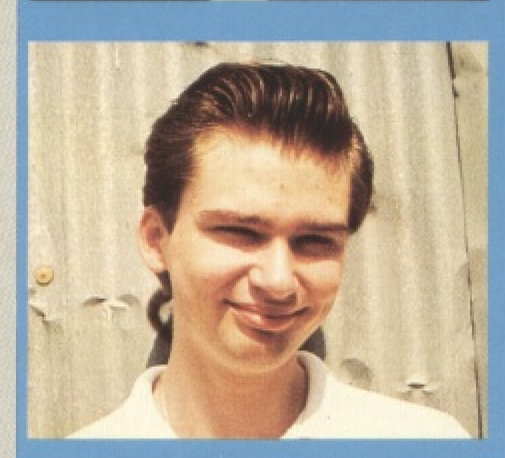
THE GANG



JULIAN "JAZZA" RIGNALL

Mr casualty himself, Jazza has suffered a hairline fracture of his arm having come off his racing bike at 30mph, electrocution (thanks to a broken mains plug), had a brick fall on his head (that explains a lot), a finger sliced to the bone with a scalpel and had a nail go through his foot. And on the rugby pitch he suffered a dislocated left knee, completely torn ligaments in the right knee and severe 4-day concussion after being kicked very hard in the head.

CURRENT FAVE GAMES: JOHN MADDEN'S 92, STAR WARS



RICHARD "SKIDDY CHOPPER" LEADBETTER

It was skid action while Richard was indulging in Chopper fun and frolics that caused his biggest accident. The aforementioned skids were caused by oil patches on the road, and the Chopper in question was his old bike. The end result was a fractured arm and a bent Chopper.

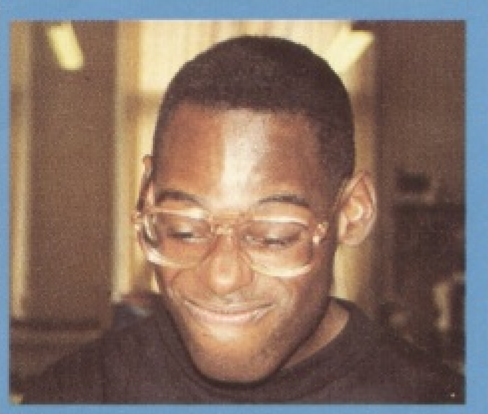
CURRENT FAVE GAMES: ROBOCOD, F-22



RADION "SLICER" AUTOMATIC

When Rad was working in a book distribution warehouse, he managed to cut a very large chunk out of the side of his finger when he was using a razor sharp knife to cut up boxes. "It was horrible", quoth the boy Automatic, "there was a great big bit of flesh on the floor and there was blood spurting everywhere".

CURRENT FAVE GAMES: ROBOCOD, JOE AND MAC, ZELDA III



OZ "SPLAT" BROWNE

"Being conceived" was Osmond's first reply to the question "what's the worst accident or accidents that have befallen you". But when pressed for a less parent-embarrassing answer revealed that he was badly squashed by a car when he was playing hide and seek in the street. "I just ran across the road" says Oz "the next thing I was in hospital". The moral of the story is look before you seek.

CURRENT FAVE GAMES: F-ZERO, JOHN MADDEN'S 92, GHOULS 'N' GHOSTS



GARY "SQUISH" HARROD

Gary was also bowled over by an automobile. He was riding happily along, wind in his hair, smile on his face and flies in his teeth when the driver of the vehicle in question pulled straight out in front of him (obviously not heeding that important adage, "look once, look twice, think bike"). The next second it was aerial antics ahoy as Gary flew through the air. He landed on his head and was carted off to hospital for stitches-related japes.

CURRENT FAVE GAMES: ZELDA III, STREETFIGHTER II, 20-20 BASEBALL

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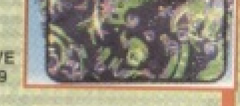
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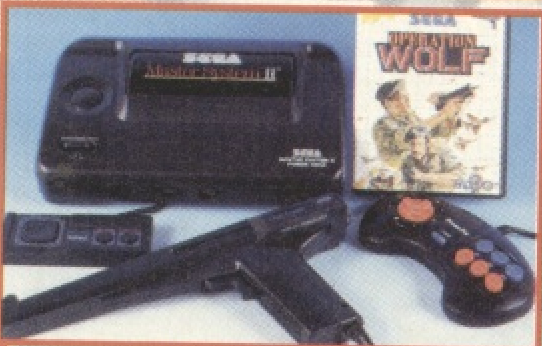


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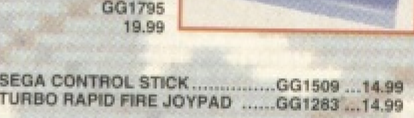
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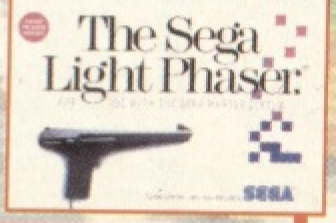




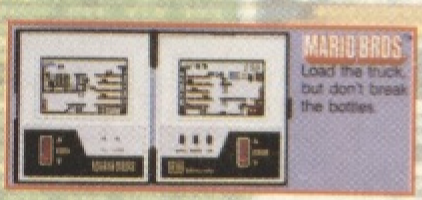
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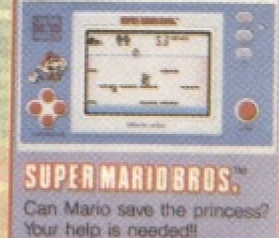
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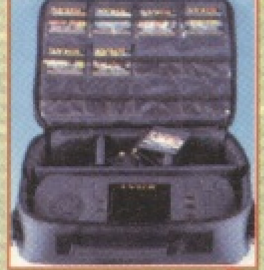




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NEWS

THE S...

THE TIME, THE PLACE



The Super NES will be available from just about every Nintendo retailer (including Dixons, Boots, Woolworths, Comet and other high street chains) from Spring. However, Nintendo say "Spring", but it's expected that the machine will hit shops as soon as early March!

AT A PRICE THAT'S RIGHT!

Nintendo have aspirations of selling hundreds of thousands of Super NES machines, and to do this they've priced the Super NES very competitively. You can expect to pick up a machine and a free copy of Super Mario 4 (which we reckon is one of the best videogames of all time) for a piffling £149.99 - a measly £20 more than a Megadrive!

SPECTACULAR SONICS

The Super NES's sound chip is capable of a veritabl[e] aural feast. Eight-channel sound is on offer, all produced by the custom PCM chip. The Super NES i[s] able to generate its own sound waveforms (like the

IT'S HERE! Nintendo have decided to officially release their flagship Super Famicom console in the UK, months earlier than expected! The Super NES, as it will be known, promises to bring a new dimension of excellence to the games playing public - at a magic price! MEAN MACHINES gives you the full story.

AWESOME GRAPHICS...



The Super NES has much the same technical architecture as the Japanese Super Famicom. Although its main processor is very slow (running at less than half the speed of the Megadrive's!), it's backed up by some awesome graphics chips. The Super NES has a massive palette of 32,768 colours - and up to 256 of these can be displayed on-screen at the same time. Up to four screens (known as playfields) can be overlaid over one another to create some spectacular parallax scrolling. Perhaps the Super NES's most distinctive graphic trick is the ability to warp and rotate any 2D screen into a 3D image. F-Zero and Pilotwings are just two of the games that use this feature.



PER NES IS HERE!

Megadrive) or use samples (like the Amiga). Sound samples are notorious for using up plenty of valuable memory, but the Super NES more than makes up for this by compacting all sample data automatically.

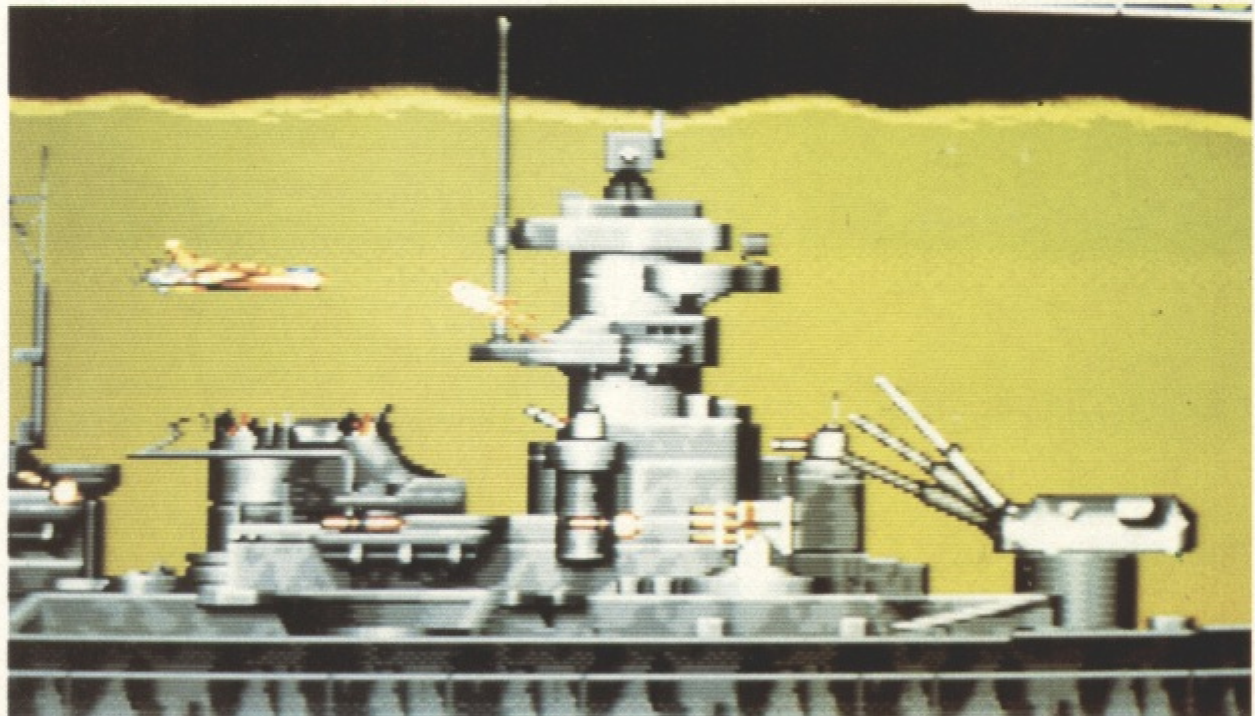
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GAMES TO GO

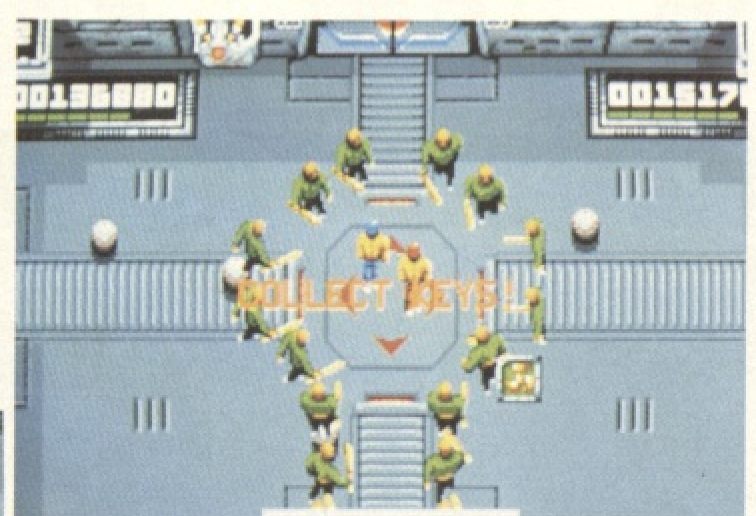


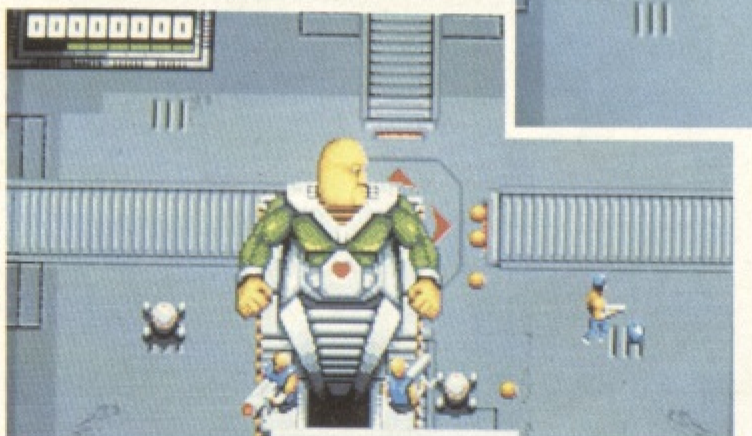
The Super NES is being bundled with one of the finest video games ever created - Super Mario 4. Plenty of games are ready to be put on sale along with the machine, the first ones of which will include the brilliant racer F-Zero (90%), the awesome city building simulation, Sim City (94%), Pilotwings, Gradius III and Final Fight. There are plenty of other games in the pipeline, and towards the end of the year, expect simultaneous Worldwide Super NES cartridge launches!

NEWS

FUTURE OFFICIAL DELIGHTS

Plenty of third party Super NES developers have gear ready for release once the console is out and about. Konami have many games ready including the critically acclaimed Castlevania IV and Goeman Warrior (retitled Legend of the Mystical Ninja for the US and UK markets). Electronic Arts have some pretty topper stuff in the form of PGA Tour Golf, EA Basketball and John Madden Football. Acclaim are also getting in on the Super NES act with some potentially awesome games like The Simpsons, WWF and Smash TV. Mindscape are another company with a licence to make Super NES games. Their first effort is Paperboy II - we'll reveal more about this game at a later date.







A DIFFERENT CASE

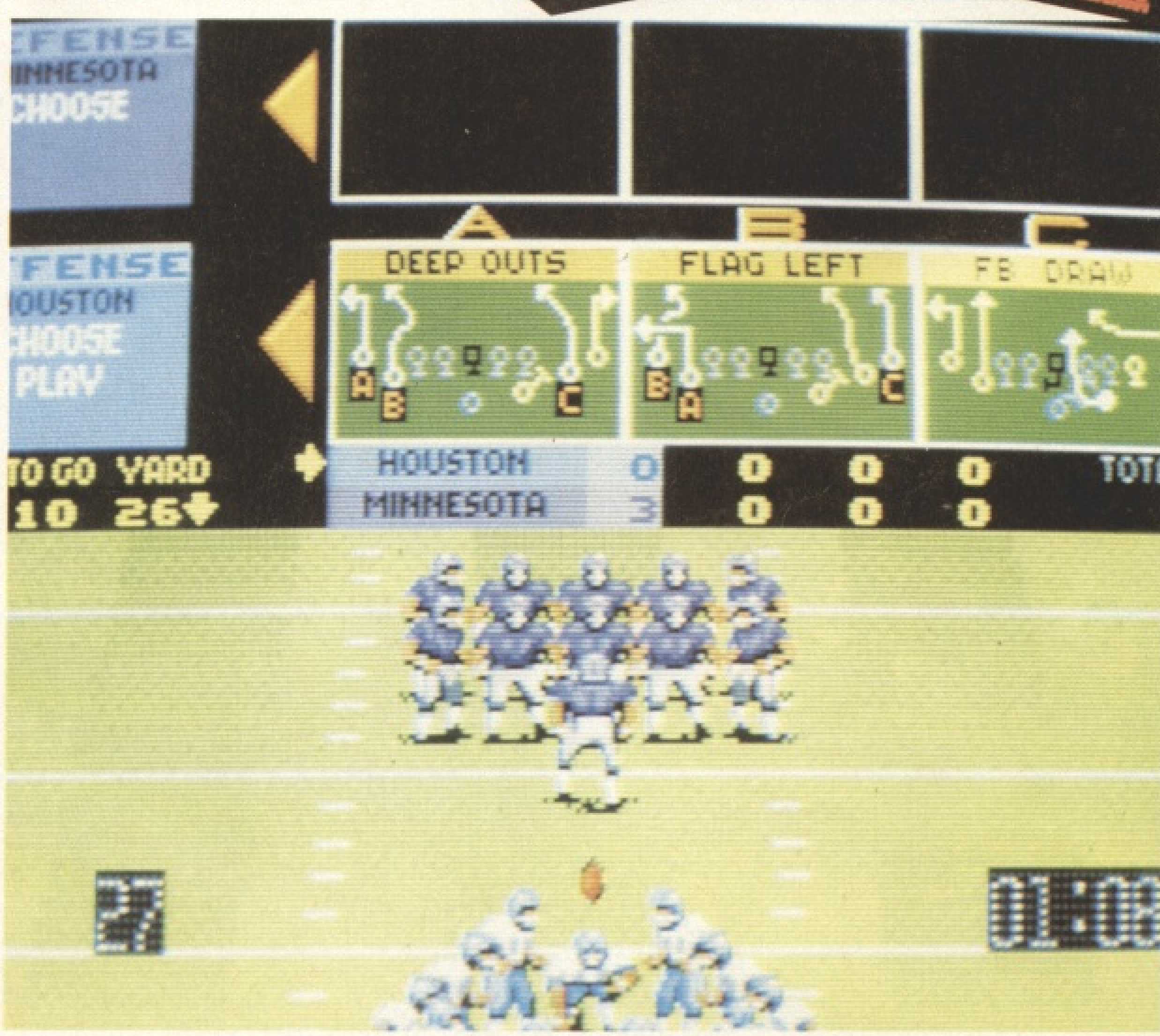
The Japanese Super Famicom was noted for its particularly ugly concrete block-like appearance, but it's been completely redesigned for the western world. The Super NES we'll be getting looks exactly the same as the grey and purple Super NES on sale in America. The controllers are slightly different from their Japanese counterparts too. The X and Y buttons have indentations, so the player can distinguish between them and the A and B buttons by touch. Clever eh?



THE 16-BIT BATTLE

With the official release of the Super NES, the battle for the 16-bit consoles market begins proper. There's no doubt that in the graphics and sound departments, the Super NES beats the Megadrive hands down and at £149, it's a real bargain (grey import prices are still around £250 to £300!). This has caused some industry pundits to speculate on a severe price drop for Sega's 16-bit machine - some people even see the price tag dropping down to a tiny £99.99! However, the real test for the Super NES will come in the form of Sega's Mega CD. This device boosts the Megadrive's performance far beyond even the Super NES's, but so far Sega has not announced the date for its arrival here in the UK. Perhaps the arrival of Nintendo's technically amazing machine will cause Sega to rethink their plans. As always, we'll bring you the news first...






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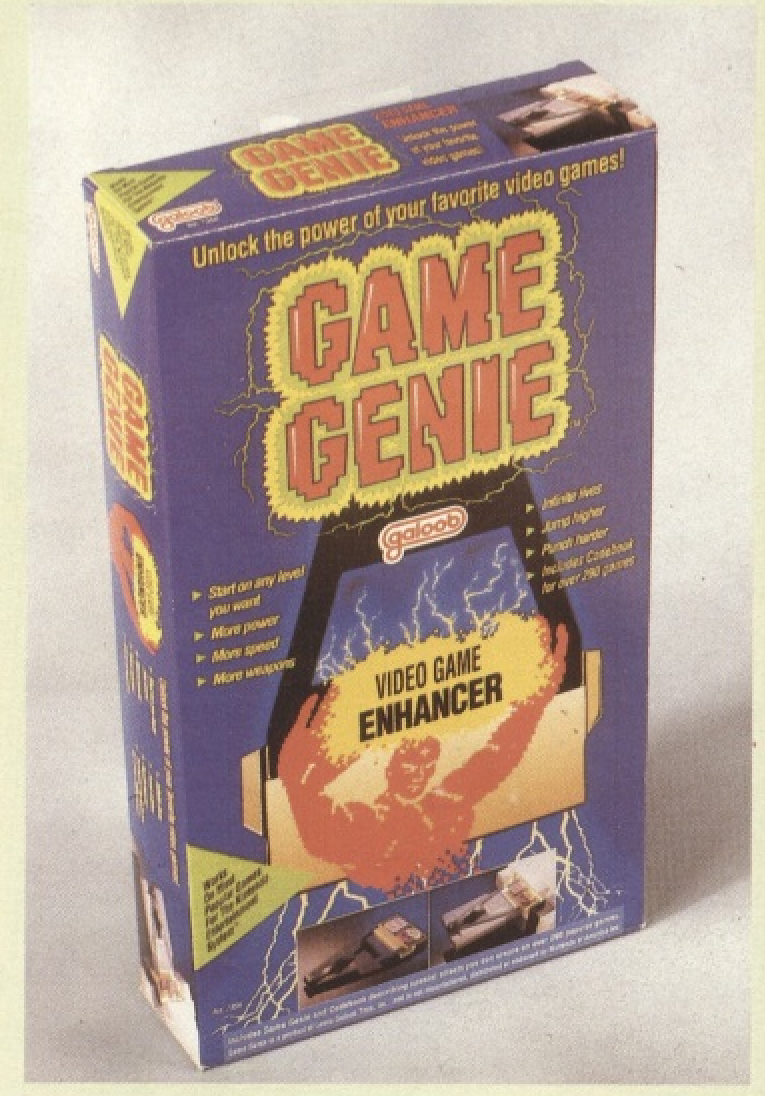
NEWS

YOU CAN BE A GAME GENIE-US

Should the prospect of cheating on a whole host of Nintendo or Megadrive games appeal to you, you should seriously consider purchasing one of the groovy Game Genie "Game Enhancer" devices soon to be brought to this country by the fine citizens of Codemasters. Simply plug your Game Genie into your console, plug in a game and power-up the machine. The Game Genie's code screen appears, enabling you to enter specific codes to make your in-game persona say, jump higher, punch harder or live forever once the game has begun.

Along with the cartridge, the Game Genie packaging contains a code sheet with all the codes needed to cheat on loads of Nintendo or Megadrive games. Since you can't actually hack into the games yourselves, you're forced to rely on further code sheets to cheat on other games - which will be supplied regularly to buyers of the cartridge. Codemasters are also promising to include a special code locater on the Megadrive version that should find a few codes for you on a limited number of games.

Considering that the creators of the Game Genie managed to weather a full-frontal legal assault from Nintendo in the States and *still* sell over 1,000,000 units, the device should go down a storm here in the UK. Codemasters hope to have the unit in the shops by the second quarter of next year. At the moment, the probable prices are £39.99 for the Nintendo version and £49.99 for the Megadrive Game Genie.

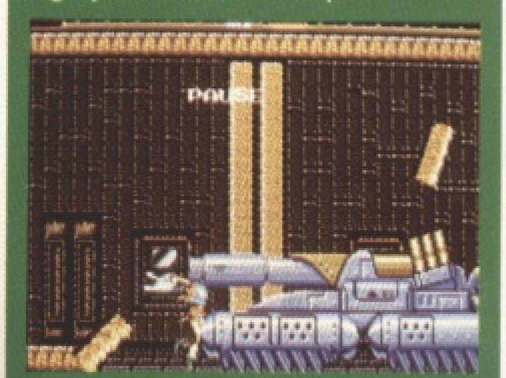


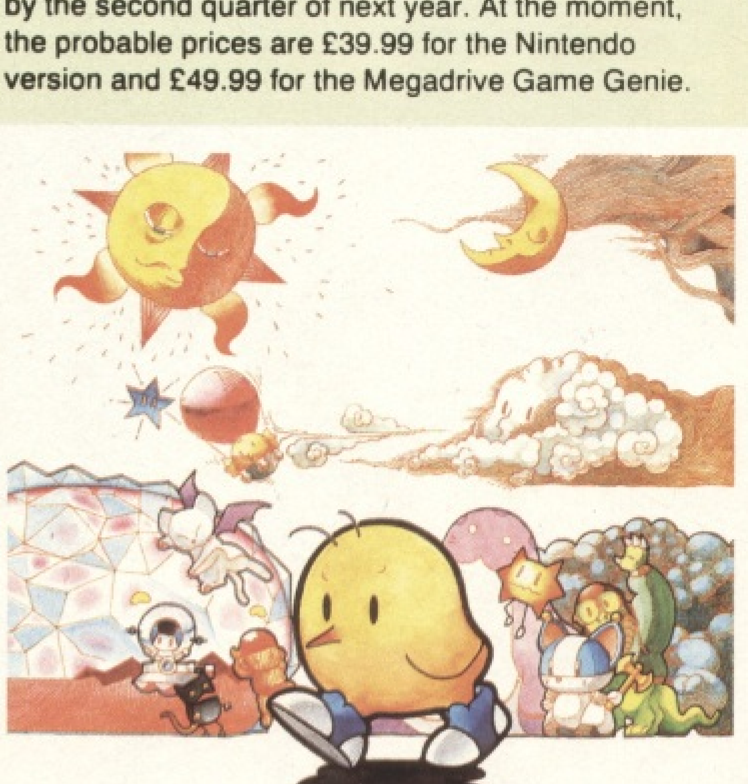
UBISOFT EXCITEMENT

Paris-based Ubisoft have a great deal of Megadrive games they're just itching to release into the UK and European markets.

El Viento has been out on import for a few months now. It's a platform-based action extravaganza, casting the player as a hard woman out to completely annihilate the legions of the doom. Little is known about either Earnest Evans or Syd of Valis but as you can probably see from the screenshots, they're both platform games with plenty of meanie-bashing thrown in. On the other hand, Beast Wrestler is a one-on-one beat 'em up with all manner of slimy beasts battling it out for supremacy.

Finally, Megadrive-owning war-gaming freaks are promised a trouser-soilingly thrilling extravaganza in the form of Master of Monster. This looks like being a return to the strategy game of old where mastery of the world (and presumably the eponymous "Monster") depends on taking over the majority of hexagons on the highly detailed war map.



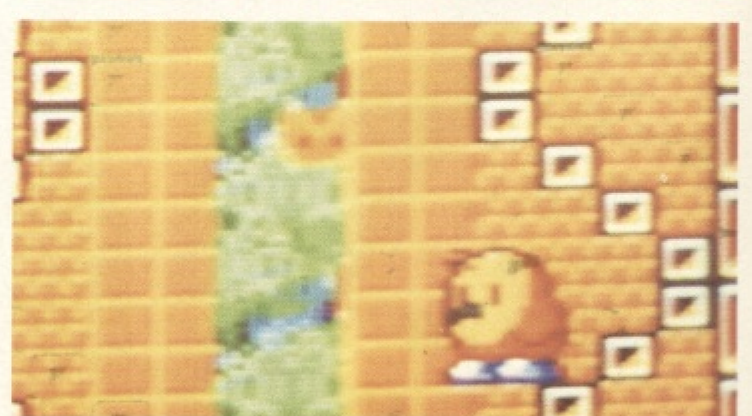


KRAZY KIWIS R US

Tecmagik has just announced its latest project for the Sega Master System. It's a conversion of Taito's successful coin-op, New Zealand Story. The game casts the player as the lovable Tiki, whose fellow Kiwi chums have been abducted by a bloated Walrus (???). Tiki swears an oath of vengeance and sets out across the eight-way scrolling platform landscapes, blasting meanies and rescuing his pals en route to the final showdown. As you can probably discern for yourselves from the accompanying screenshots, the Master System version of New Zealand Story looks remarkably close to the coin-op original. We'll be taking a closer look at this potentially hot game in a not-too-distant issue of MEAN MACHINES.













STREET FIGHTER II - OFFICIAL!

Street Fighter II - THE coin-op of 1991 is scheduled for definite release on the Super Famicom, despite reports from Japan that it's also going to appear on Sega's Mega CD.

Apparently, Street Fighter II fever is sweeping Japan at the moment (even the arcade music CD is in the Far Eastern charts!), and Capcom thought it was best to release its top game on Japan's number one games system. Programming on the Super Famicom version has only just begun, so no screenshots of the conversion are avâilable at present. However, Capcom is confident they can have the product finished and on the shop shelves of Japanese stores by the summer of 1992.









TUNE UP YOUR GEAR

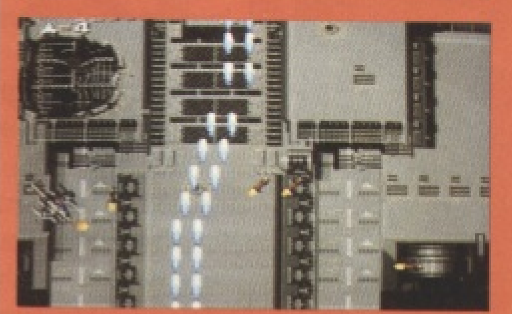
The long awaited Game Gear TV Tuner is coming to the UK early in the New Year! Just imagine - soon it could be you amazing your friends and confounding your foes by watching your TV faves on the train, in the bus - but preferably atop a mountain of Duracell batteries. The Tuner has long been in the shops in Japan, but due to the difference between our television transmissions and theirs, it was completely ineffective for picking up English TV. Sega's development team went back to their proverbial drawing board and completely redesigned the Tuner's innards, and only now do they have a fully working device.

The TV Tuner will be sold at a wallet-busting of £74.99 - a trifling £10 less than a dedicated pocket colour TV! We'll be providing a full review of the TV Tuner just as soon as the final production version is ready.

RAIDEN TRAD - IT'S JUST SO







Just arriving too late for inclusion in the reviews section of MEAN MACHINES is the latest shoot 'em up for the Super Famicom - Raiden Trad.

It's vertically scrolling blasting "action" all the way as one or two players attempt to kick the cack out of an alien taskforce that's attempting to take over Earth. The usual assortment of end-of-level bosses, extra weapons and power-ups await the player, for lo, Raiden has very little in the way of original features (see the last issue's Megadrive review for further details).

To say that the MEAN MACHINES team were disappointed with this con-version is a gross understatement. Raiden Trad has awful backdrops, wobbly scrolling (that slows down when you fire!) and it's also about as challenging and exciting as picking your nose. Even the sound is a sad debacle, with boring tunes and inappropriate, forlorn "effects". At £45, it's a waste of money.

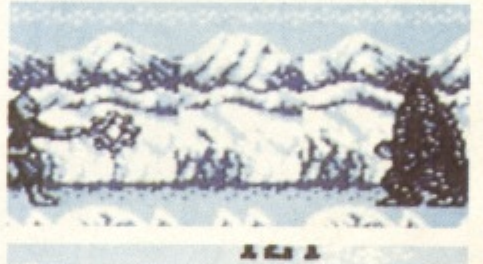


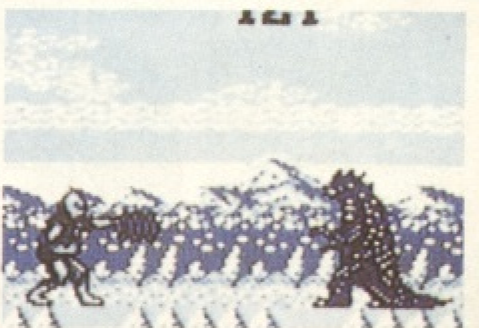
POCKET ULTRAMAN

Ultraman, the rubber-suited super hero and rather unlikely guardian of Earth is to star in another game! After the phenomenal success of the Super Famicom version of the game, Bandai has bowed to public pressure and produced a scaled-down version for the Gameboy!

Hand-held Ultraman remains much the same as the cheesy (and yet brilliantly so) Super Famicom game. It's a simple side-on scrolling one-on-one beat 'em up, with Ultraman using his martial arts skills and laser weapons to fend off the attacks of rubber-suited "dinosaur" alien marauders of doom.

If this can successfully capture the groan-inducing cheesy nature of the sad (but yet completely hilarious) movies, this is going to be one hot cart!





HOLY COLLECTION OF ETRUSCAN SNOODS!

Sunsoft has just released the follow-up to their massively successful NES Batman game. Batman: Return of the Joker, once again casts the player as the Dark Knight, who patrols the scrolling platform levels in search of the twisted Joker.

The gameplay remains much the same as the original Batman game, but a scrolling shoot 'em up section has been added and the graphics have been substantially improved. The sprites, for example, are now almost double the size of the originals! The backdrops too are exceptionally stunning - especially for an 8-bit machine. Apparently, Sunsoft employed their own custom chips to make Batman II look and sound truly exceptional.

From the looks of things, Batman: Return of the Joker should be a veritable bat fest with playability oozing from every bat pore. Unfortunately, the bat signal hasn't managed to illuminate any UK release date yet. Oh well.

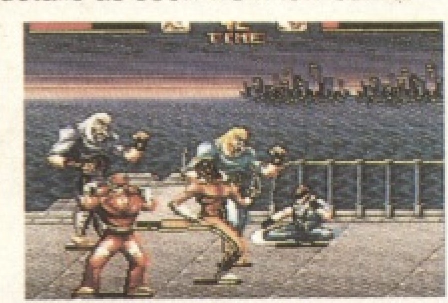


UNKNOWN BEAT 'EM UP LOOKS ACE

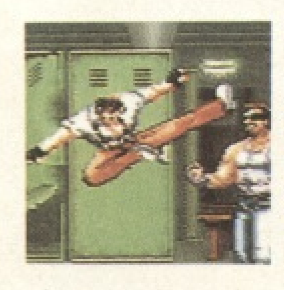
Coin-op manufacturer, Jaleco, has a mysterious new beat 'em up planned for the Super Famicom that looks pretty damn skill by all accounts.

We haven't actually been able to find out what it's called, but it seems to be a scrolling beat 'em up very definitely "inspired" by Capcom's awesome Final Fight. It boasts huge in-game sprites and simultaneous two-player action, a feature beat 'em up addicts have been crying out for.

Sounds pretty brill eh? Well, take a look at those underwear-soilingly exciting screenshots! We'll give you more details as soon we know some.



リックは拳法、ダグラスはプロレス技で





REALLY USELESS NINTENDO INVENTION

Just about every add-on conceived by man is available for the Nintendo in the States. Some of them are quite handy - others score top marks for sheer weirdness.

Definitely in the latter category is Lightwave Technologies' GameSounds device. This highly desirable item plugs into your NES (or Super NES or Megadrive for that matter) sound port and transmits the sound signals the console produces.

These signals are sent via the airwaves to a small box you attach to your person. Walkman-style stereo headphones are plugged into this box, enabling you to listen to the fab 'n' kickin' muzak your fave console game produces. As an added bonus, the headphone units double up as FM radio receivers - and at no extra cost!

Great eh? However, since there's no official UK release for this highly sexy device, you could just get some old Walkman headphones and plug them straight into the audio socket of your console. A plug adaptor may be required here for Nintendo and Super NES consoles, but this means you can enjoy much the same effect at a fraction of the cost, even if your freedom is limited by the length of your headphones' lead.



PC IS (S)NES

The latest designer accessory for PC computer owners in the States is an add-on module for their machine that enables it to run Nintendo cartridges! What's more, the most desirable item money can buy is a module that runs 16-bit Super NES games on a normal PC!

The modules work by stripping away the consoles' cases and cramming all the circuitry onto a single PCB (Printed Circuit Board), along with interfacing chips to enable the console to work with the computer. Joypad controllers are also handed out with the package.

Funnily enough, the price for each of these modules is roughly the same as the original consoles, which is what you'd expect, really. The modules have also received Nintendo's Seal of Quality, which means that there's a microscopic chance that Nintendo will release them in the UK sometime in the future - we'll keep you informed.

NEW FROM NINTENDO

Nintendo®

THE WORLD'S NUMBER ONE GAME SYSTEM

MISSION: IMPOSSIBLE™

It's your toughest assignment yet, a perilous journey through the undercover world of spys and secret agents that only the best will survive.

Mission Impossible – have you got what it takes to live through it?

FROM



HAVE YOU GOT WHAT IT TAKES TO ATTEMPT THE IMPOSSIBLE?

Nintendo®

NEW FROM NINTENDO

NEW FROM NINTENDO

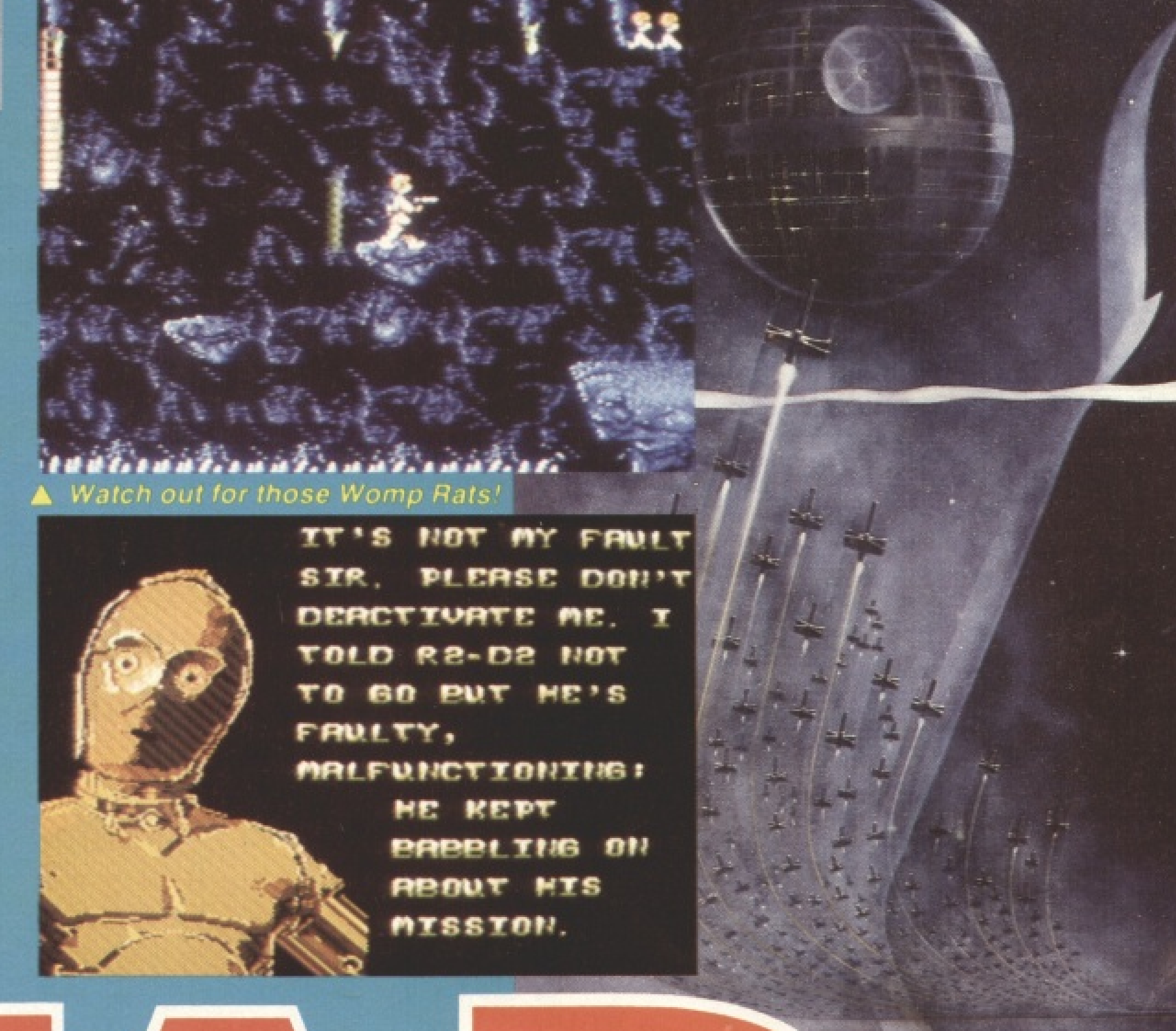
The galaxy is being ripped apart by civil war! Striking from a hidden base, a huge organisation of rebels are launching attacks against the Imperial Empire - a force of evil threatening to consume the entire cosmos!

To make their conquest of the stars complete, the Empire have created the dreaded Death Star - a space station of immeasurable proportions with the most powerful weapons systems ever devised. With this planet-destroying tool at their disposal, the Empire aspire to rid the stars of the Rebellion once and for all and have a lot of evil fun and diabolical laughter into the bargain.

But the Empire's plans are not foolproof. Using her position in the Imperial Senate for cover, Princess Leia Organa of Alderaan has stolen the blueprints for the mighty space station and secreted them in the memory circuits of a certain R2 unit.

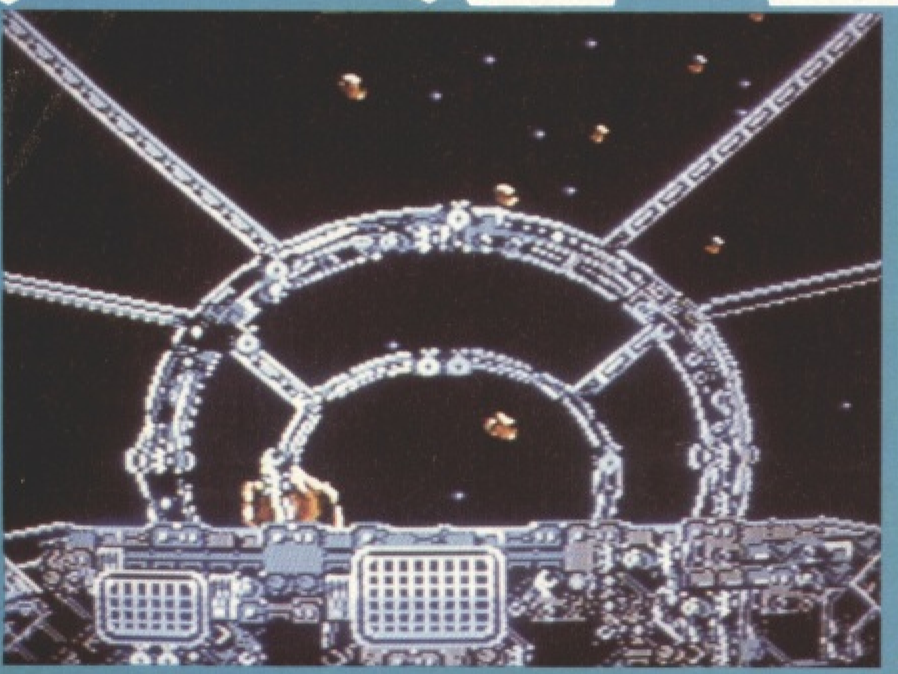
The Empire caught up with Leia and now have her held hostage in the Death Star. However, the R2 unit along with its translator droid counterpart reached an escape pod and jettisoned off to the desert world of Tatooine, where they became the property of someone by the name of Mr Luke Skywalker.

The Empire, however, want their blueprints back...

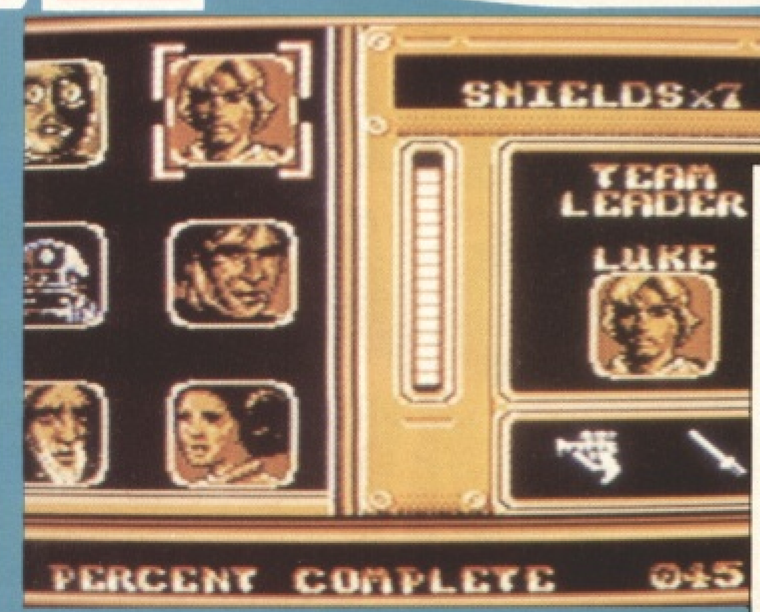


▲ Watch out for those Womp Rats!



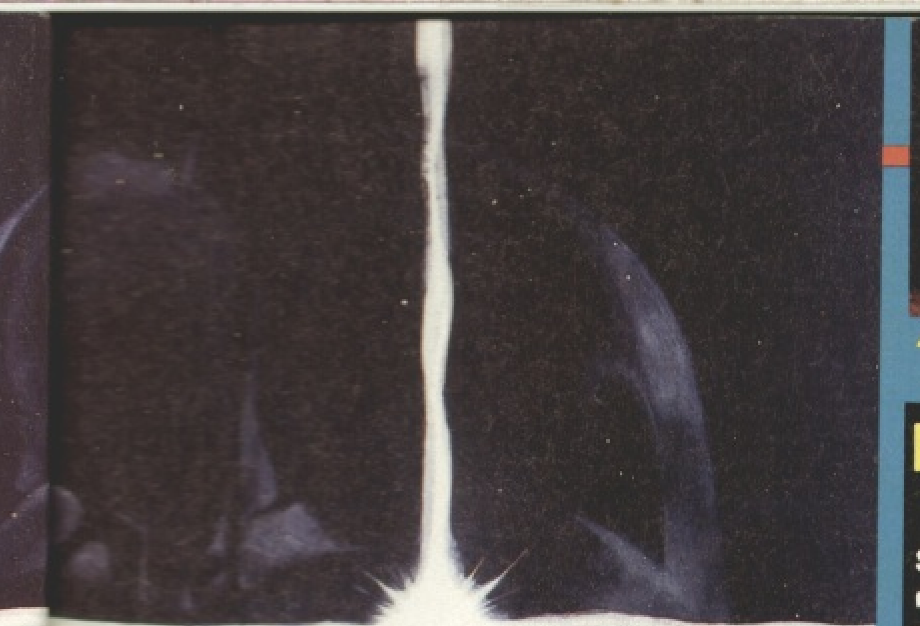


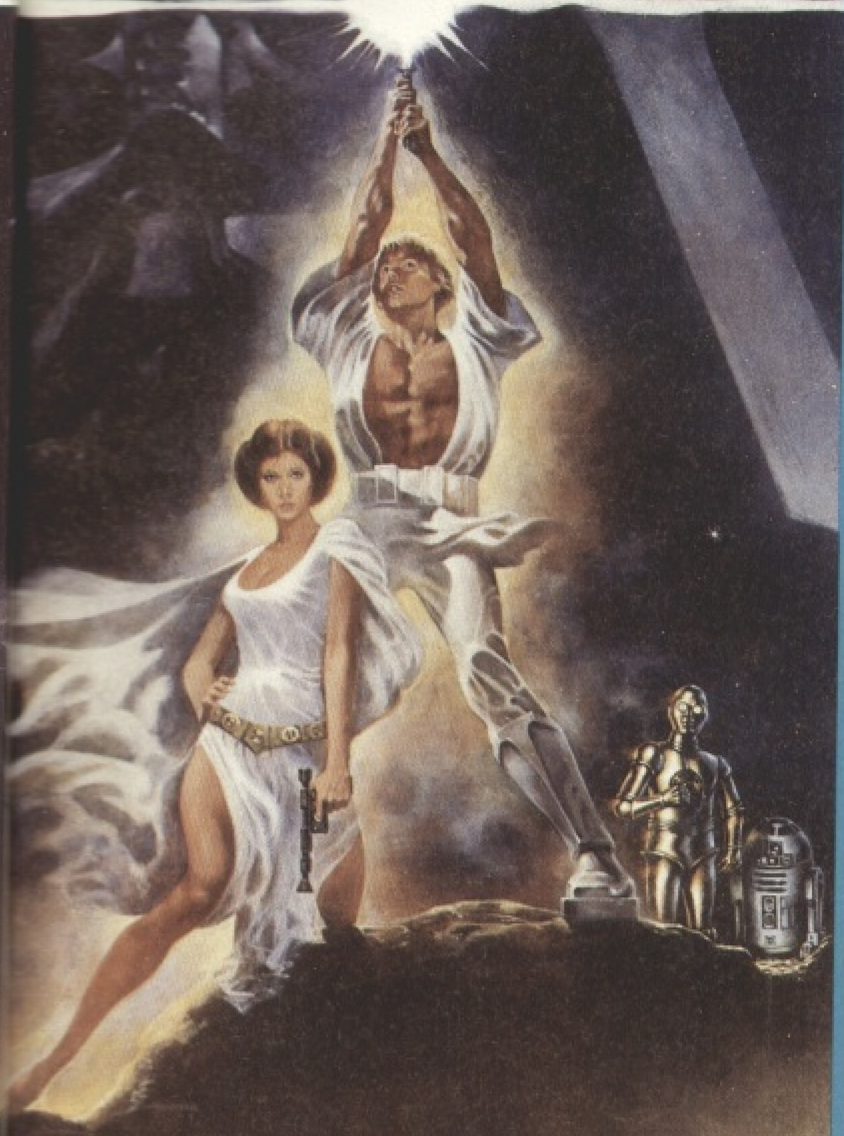
◄ The Millennium Falcon in action!



◄ Pressing SELECT allows you to choose your Star Wars hero!

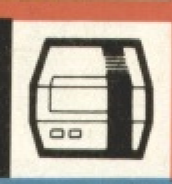


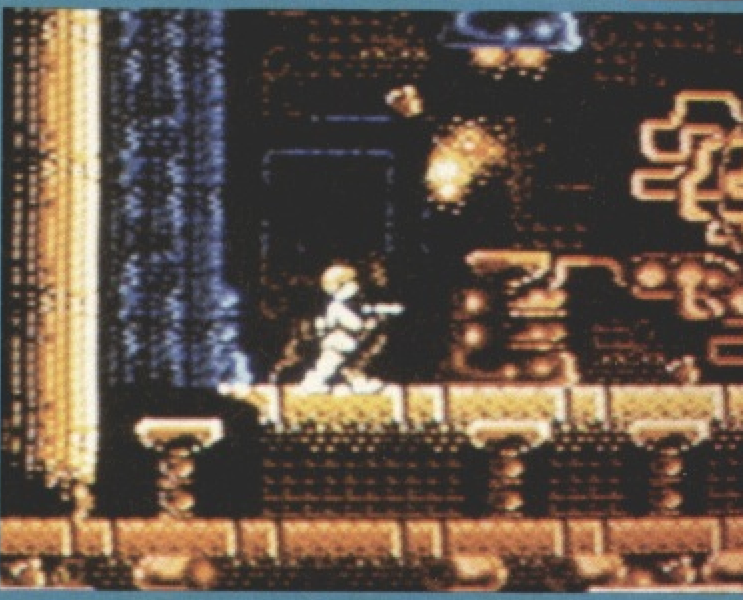


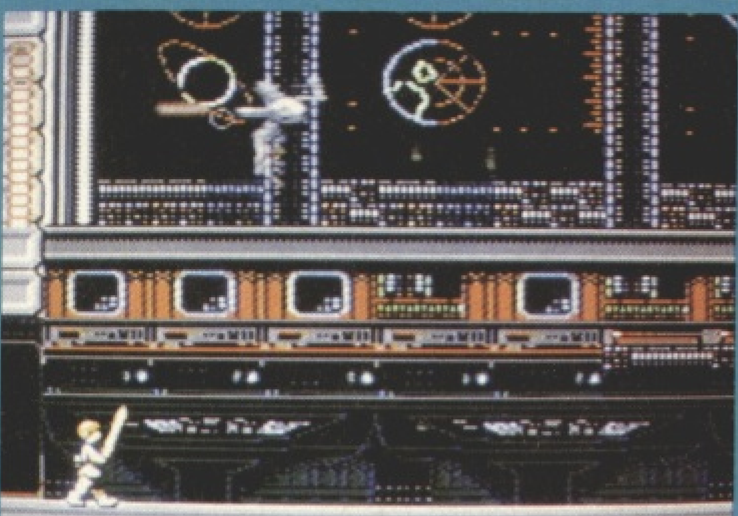


▲ Luke in a Death Star control centre.

NINTENDO REVIEW







▲ Luke in a Death Star control centre.



I HAVE SOMETHING HERE FOR YOU. YOUR FATHER WANTED YOU TO HAVE THIS WHEN YOU WERE OLD ENOUGH.

FOLLOWING THE PLOT

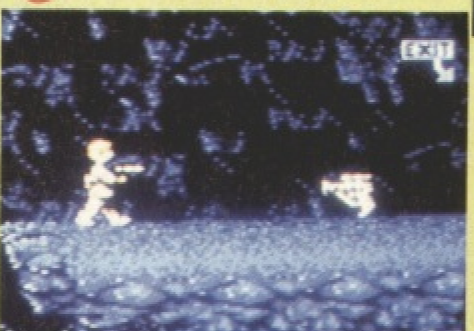
Star Wars follows the plot of the massive movie pretty closely, with all the situations and scenes of the movie present. In this MEAN MACHINES review, we've crammed the pages full of scenes from the game, and according to the in-game percentage meter, this is only 55% of the whole thing!

1 LANDSPEEDER LAFFS



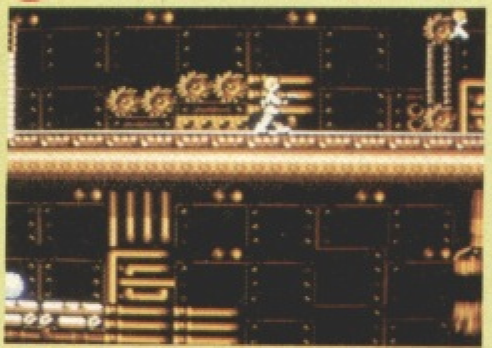
You start the game in Luke's T-16 Landspeeder, shooting around an eight-way scrolling landscape representing the desert land of Tatooine. Watch out Tusken Raiders and their Banthas, along with Imperial Spy Satellites and laser outposts. Contact with these is very painful.

2 POT-HOLING FOR FUN



Entering one of Tatooine's many caves propels Luke into a side-on eight-way scrolling environment. The aim here is to reach the exit (helpfully marked by a flashing EXIT sign) after collecting the useful items contained therein (like blasters, energy pods and shields for the Millennium Falcon). Tusken Raiders, mercenaries and Womp Rats inhabit the caves looking for the ingredients of a nice Skywalker-on-toast meal, so watch out!

3 SANDCRAWLER AHOY!



The Jawas have R2-D2 held captive in their sprawling sandcrawler. It's Luke's job to get him back and then deliver him to Obi-Wan Kenobi. However, the Jawas have other ideas, which generally involve blasting Luke with the blaster-like objects secreted on their persons.

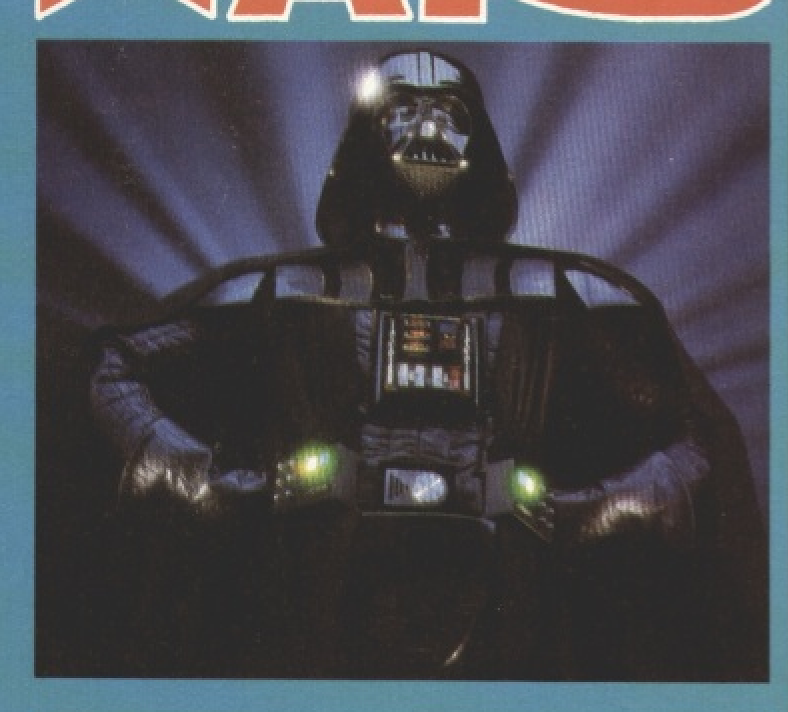
COMMENT

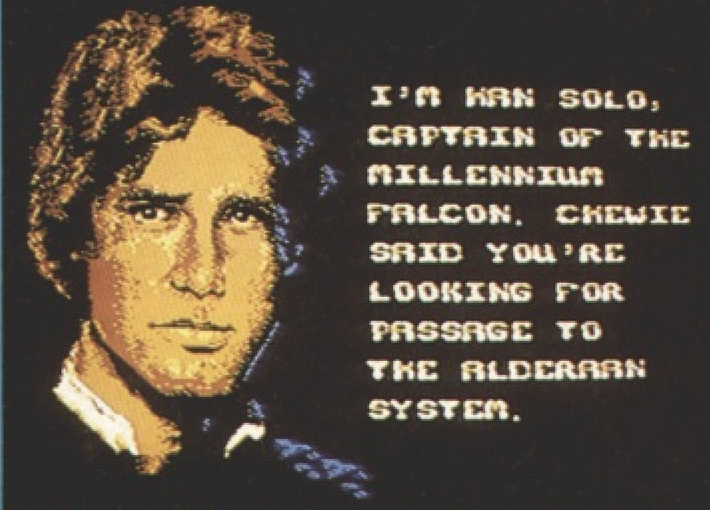
RICH

Star Wars is the best Nintendo game since Mario III! The first thing to hit you about this game is its sheer size - even the first level, the desert world of Tatooine is vast, with HUGE caves to explore. Later on the game's even bigger - you really believe that the Death Star is the size of a small moon! The graphics on every level are excellently defined, with instantly recognisable backdrops and sprites. The sound is brill too, with tunes lifted straight from the movie (even each character has his or her own tune!). The effects are superb as well - the throbbing hum of the light sabre has been captured perfectly! Special mention must go to the ground-breaking, drool-inducing 3D sections - you won't believe that a Nintendo game could look so good! The game's a toughie too - after days of non-stop exhaustive play, the MEAN MACHINES lot could only see just over half of the game! Make no bones about it, Star Wars is completely brilliant. Get the message?

NINTENDO REVIEW

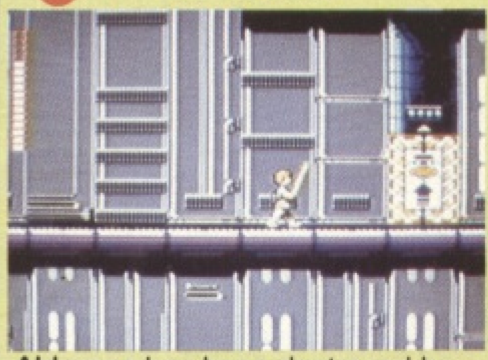
STAR WARS





▲ *Han Solo's talking business.*

7 THE DEATH STAR!

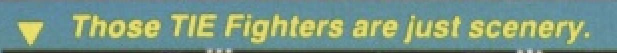


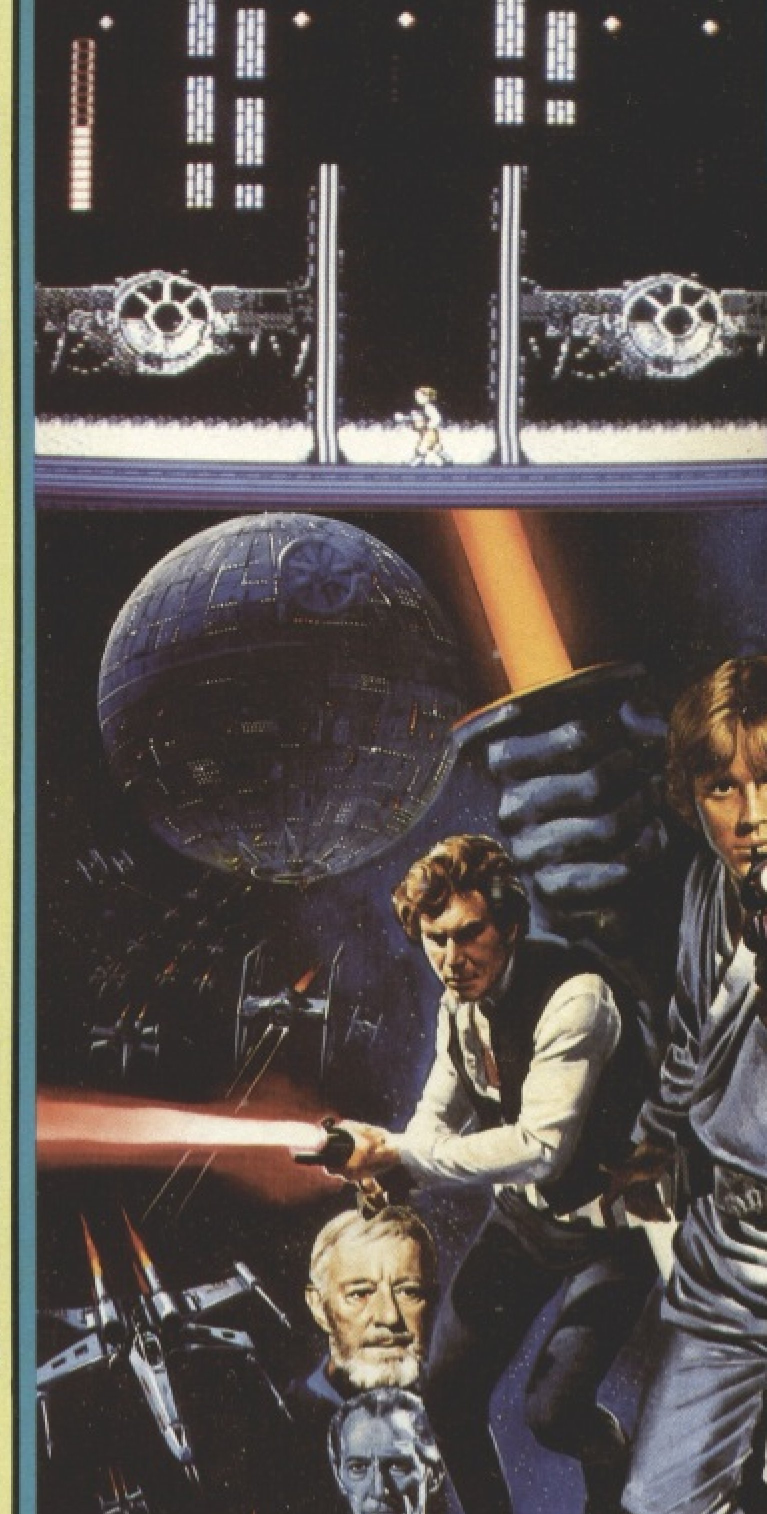
Alderaan has been destroyed by the Death Star, which captures the Millennium Falcon and its occupants. However, our heroes escape, determined to find a way to close down the tractor beam holding the Falcon. R2-D2 patches into the Imperial Network, allowing you to bring up a map of the Death Star at will. It also helps you locate the imprisoned Princess Leia.

6 WATCH YOUR ASS-TEROIDS!



▼ *Those TIE Fighters are just scenery.*



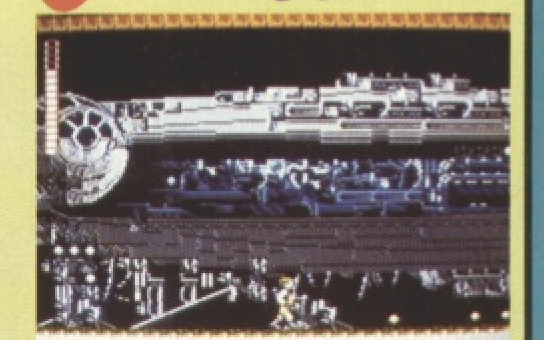


4 CANTINA ACTION



The Cantina in Mos Eisley is a dangerous place. Bounty Hunters and other riff-raff infest the environs, just looking for someone like Luke to kill. Survive, and the friendship of Han Solo is yours - and you'll need him to complete your mission.

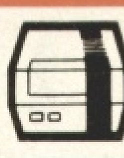
5 DOCKING BAY 94



Reaching Solo's ship, the Millennium Falcon, is made all the more difficult owing to the fact that Mos Eisley is infested with Bounty Hunters and Storm Troopers. Overcome these hazards, and you're free to blast off in the fastest ship in the quadrant!



▲ *Driving into Mos Eisley.*







▼ *Collecting that blaster powers up*

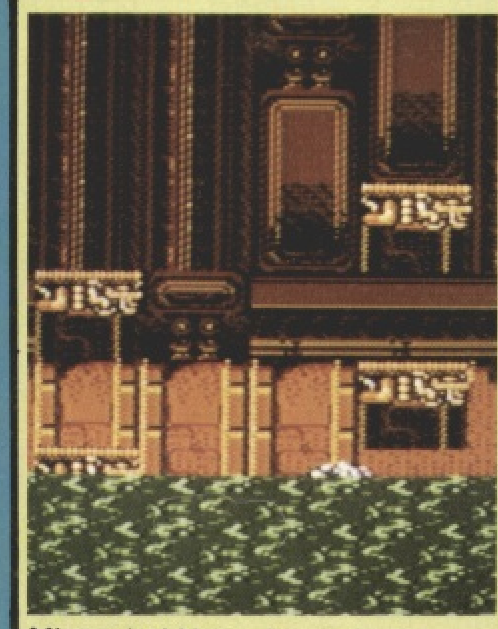
▲ *Watch out for pesky Jawas, Luke!*

8 THE TRACTOR BEAM

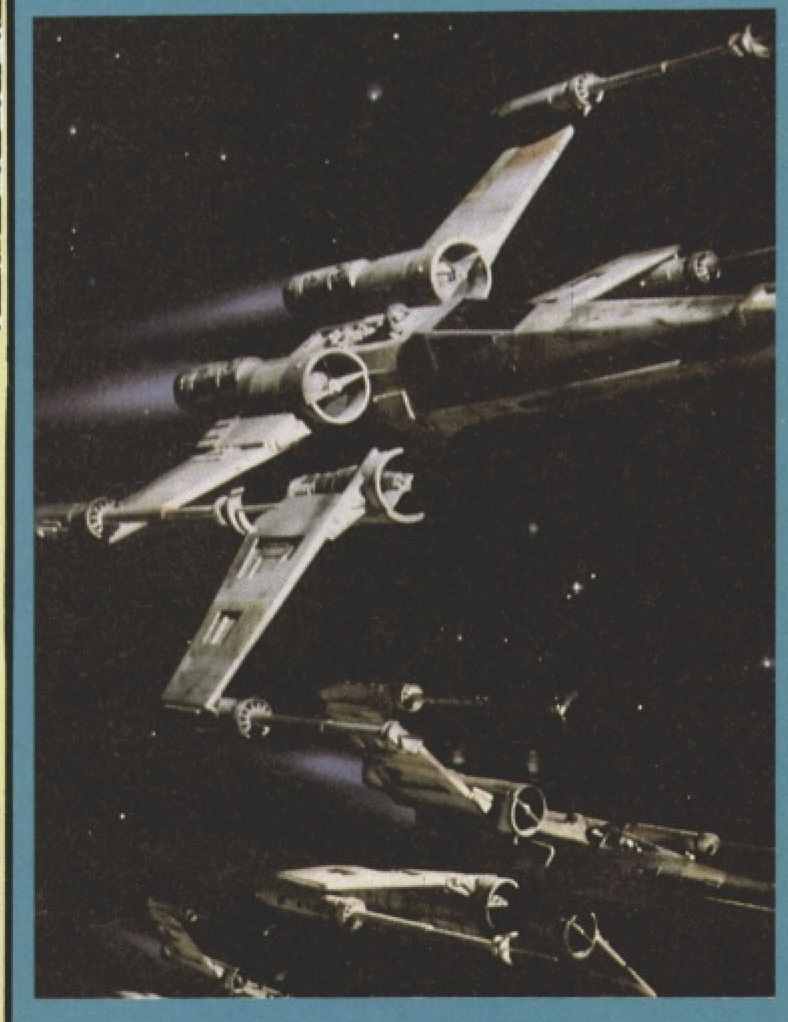


This screen shows the tractor beam generator holding the Millennium Falcon. It's our heroes' job to hit the weak spot in the top centre of the generator several times. Those laser bolts streaking about make things rather more difficult.

9 THE TRASH COMPACTOR



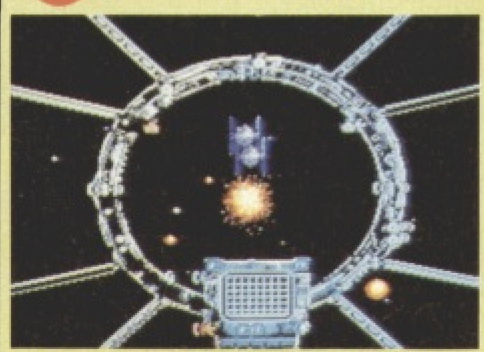
Misery be! Not only are the heroes trapped inside a trash compactor, they've also got company in the form of a highly dangerous... er... thing.



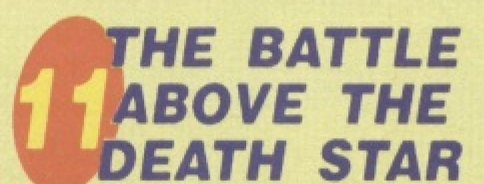


▲ *Leia's just ripe to be rescued, eh?*

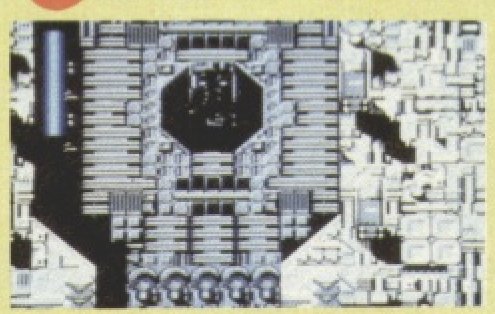
10 ESCAPE FROM THE DEATH STAR!



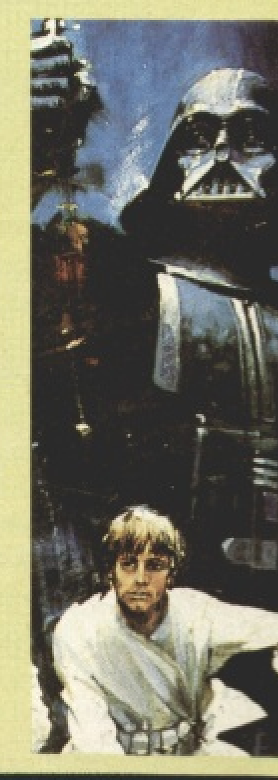
Having escaped from the Death Star, the heroes are now beating a retreat in the Millennium Falcon. Tie Fighters have been dispatched to bring them back, and you've got to shoot them down.



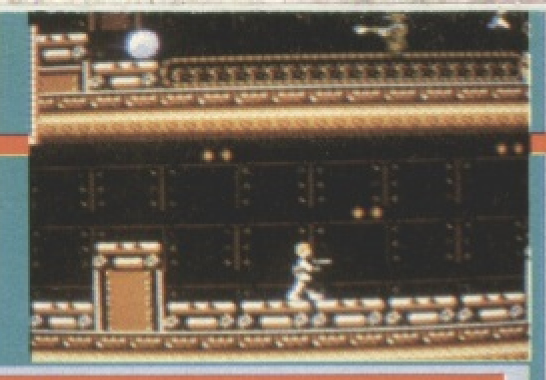
11 THE BATTLE ABOVE THE DEATH STAR



Having reached the safety of the rebel base on the fourth moon of Jarvin, Luke is drafted into the attack on the Death Star. This long and very tough sequence is a 3D shoot 'em up viewed out of the window of the X-Wing.







THE FORCE IS STRONG IN THESE ONES

Once recruited, each hero in Star Wars can be selected at will (by pressing the SELECT button). Each of them have their own strengths and weaknesses. Only Luke, Han and Leia actually see action in the platform sections of the game. The rest are just selected for individual skills.

LUKE SKYWALKER



Luke has great strength and agility, and although he only wields a low-power blaster, his light sabre is very powerful indeed. Indeed, it kills all foes with one hit as well as shields him from blaster shots. He's the team leader, so keeping him alive is a top priority.

HAN SOLO



Found in a seedy cantina in Mos Eisley, the incorrigible rogue and captain of the Millennium Falcon has speed and agility equal to Luke Skywalker. However, he's more suited for a pitched blaster battle, owing to his high-power sidearm.

PRINCESS LEIA



Once rescued from the detention area of the Death Star, Leia is an instantly valuable member of the team. Her blaster is slightly more powerful than Luke's and her speed and agility are unrivalled, allowing the royal one to reach places Luke and Han have difficulty getting to.

C3-PO



This translator droid has no active part in the game. Instead C3-PO serves to translate R2-D2's unintelligible digital mutterings. His scanners come in handy for locating R2-D2 at the beginning of the game, otherwise he just begs not to be deactivated all the time.

R2-D2



R2-D2 starts the game as a captive of the Jawas on Tatooine. Once liberated, he's invaluable to the team since he can interface with any computer system - even the Death Star's! R2-D2 also carries the plans necessary to destroy the Death Star in the final part of the game.

BEN OBI-WAN KENOBI



Found in the sandy wastes of Tatooine, Obi-Wan is a master of the Force and can even use its strange and mysterious powers to resurrect the dead! However, use this bizarre facility too much and Ben starts to "sense a disturbance in the Force", which negates his powers.

COMMENT



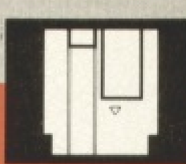
JULIAN

Star Wars is one of my all-time favourite films, so I was keenly anticipating this and I'm happy to say it doesn't disappoint in the slightest. Before you ask, it's not a conversion of the coin-op but is instead an original game based on the film and boy is it massive! The bulk of the action is platform-based, as Luke first assembles the team and then moves to the Death Star to rescue Leia. There are also 3D sections, including negotiating an asteroid storm in the Millennium Falcon, shooting down the pursuing Tie Fighters as you escape from the Death Star, the final battle above the Death Star in the X-Wing AND the spectacular trench run sequence! The gameplay is just brilliant. It's tough, but amazingly addictive. You seem to progress a little further each time, so you keep on going back to see what's around the next corner. The graphics are also excellent, with small, but nicely detailed sprites, great 3D sequences and stunning still and intermission screens. The sound consists of a whole bunch of instantly recognisable tunes. Star Wars is one of the best Nintendo games yet seen - I can't wait for The Empire Strikes Back!



BY: LUCASFILM
PRICE: £39.99
RELEASE DATE: JANUARY
GAME DIFFICULTY: TOUGH
LIVES: 3
CONTINUES: 10
SKILL LEVELS: 1
RESPONSIVENESS: FAB







PRESENTATION 94%
Superb! Great presentation throughout, the highlight being the brilliant cameo pics of each major character.

GRAPHICS 95%
Small, but superlative sprites and backdrops that are very close to the original film! The 3D sections are just mind-blowing!

SOUND 88%
Star Wars has tunes and effects very close to the blockbuster film's. Even the blaster noises are spot-on!

PLAYABILITY 96%
Both the platform and 3D sections are very tough indeed, but watch out, Star Wars also has almost dangerously addictive qualities!

LASTABILITY 94%
It takes ages to see all the treats Star Wars has in store, and because it's tough you'll be at the NES for many moons!

OVERALL 95%
The best console film tie-in yet seen, Star Wars is the best thing since Super Mario Bros III!

MEAN YOB!

YOB kicks off the New Year with another bunch of top letters, cruelly culled from his large and bulbous, but strangely soft and squidgy mail sack. If you anything remotely interesting to say, or have pictures to send or whatever, write to OOYAH MY PANTS ARE ON FIRE BECAUSE I TRIED TO LIGHT MY FART MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget that there's £150.00 worth of games for the best letter of the month.

THE MOST CRAP LETTER EVER

Dear Mean YOB,
Hello again! Since my last letter it has come to the attention of the Sad Cases and myself that many of your readers are still in a sorry old state. In response to this we have formed SCABS (but the doctor has given us a special cream for it).

But seriously (or not, as the case may be), SCABS stands for the Sad Cases Aid for Big Sillies. The aim is to help all of your poor readers who feel the need to let off something a bit less pleasant than steam.

So, readers, if you're about as popular as Jeremy Beadle, as funny as the apricot joke on a lolly stick, have the vocabulary of the utterly, utterly pathetic Timmy Mallett, the sex appeal of Arthur Fowler in his Y-fronts (or indeed, not in his Y-fronts), or if you're basically just a bit of a Martin Platt, then fear not, if can find us, maybe you can hire:

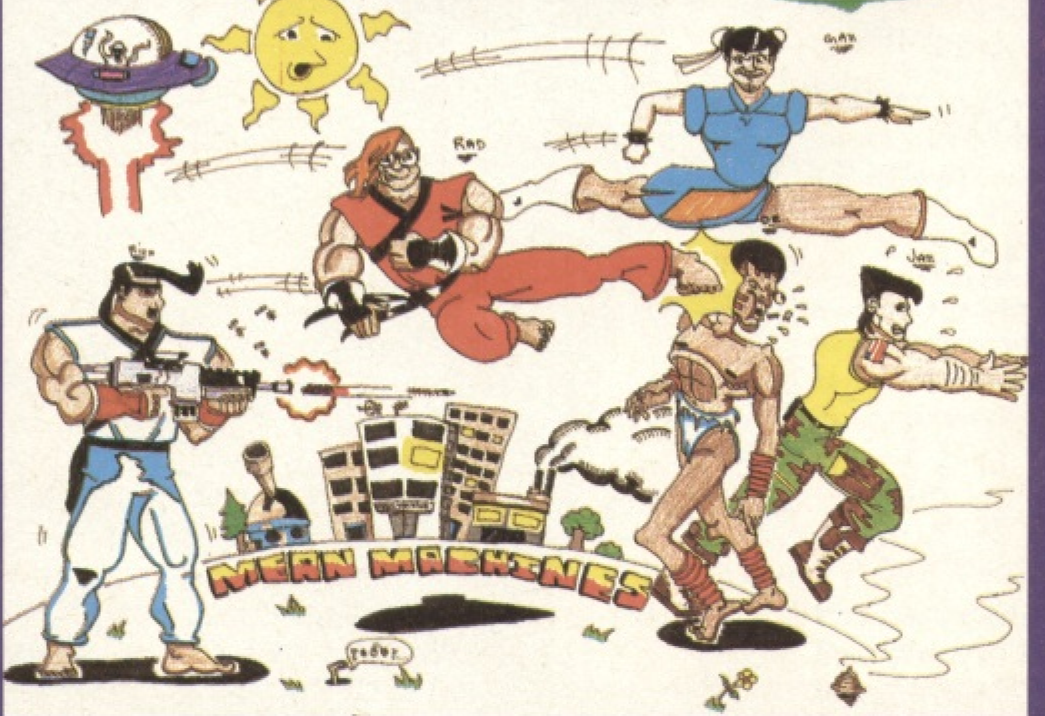
Mr Luggage and the Sad Cases, SCABS, Lost Property Dept, Heathrow Airport

And please do remember to enclose a large SAE so that we can mail ourselves directly to you for immediate support (got the sledgehammers ready, Sad Cases?).

Anyway, enough of me, just to say keep up the fab insults and as a wise old Chinese man once said to me "Prease can you tell me, where are toirets, prease?"

Mr Luggage and the Sad Cases, Kingsthorpe, Northampton

YOB: What's wrong with people this month? They think they're funny - but they're obviously not. There isn't one funny thing in this letter. It's pure, inane driven which should be carved onto a large and very pointed stone slab and shoved up the author's rectum.



▲ *Erwin Delgado sent this in. Cool, eh?*

CLUB NINTENDO SAD DEBACLE

Dear Mean Yob,
I've got so much to say that you'll probably never print this letter, so I don't know why I bother. Anyway, I've written primarily to say how utterly (and I mean utterly) stupendously terribly crap the GX4000 is. I would sooner play the "Game of Life" with Paddy Ashdown on Wednesday in Mid-Glamorgan in a B+Q garden pond.

So much for that subject, onto the new crew member, Radion "Whataman" Automatic. He is the best thing since Oz Browne (oh, and Marmite covered banana sandwiches, no offence Harrod!).

Onward to the next subject, is Club Nintendo run by sad, unsound Going Live presenters? It seems that way. Half the stuff that they preview has been out sixteen squillion years, plus all of the games on the NES are given excellent reviews, even Goal which you lot gave 33% ; choke on the thought!

Chris Holdridge, Sprotbrough, Doncaster

YOB: Ah! Club Nintendo! Mark Smith, editor of said rag isn't quite a sad, unsound Going Live presenter. He didn't make it that far, I'm afraid! Instead he was lumbered with the job of sticking his hand up Gordon the Gopher's ass every Saturday morning to make the irritating little creature squeak.

MR VEG STRIKES

Dear Great YOB,
I'm just about to get a Nintendo NES for Christmas. The games I'm getting include Super Mario Bros and the Simpsons and I may be getting one more if I eat veg. For

each new veg I eat I get a NES point, and I need about forty (I'm a picky eater)! Anyway I'm not sure what I want, so could you tell me a list of games you recommend (Megagames or just below)? By the way your mag is brill.
Andrew Maddern, Clwyd
YOB: I'll tell you what you want - a good punch on the nose for not eating your vegetables, you fussy git. Think yourself lucky you've actually got something to eat...



▲ *A great pic here from Jasvinder Bhui.*

GRAPHICS BACKLASH

Now pay attention young YOB fellow!

A recent cartoon in your snazzy publication depicted a certain ex-member of your staff being time-travelled back to the "Land of Crap Graphics", a very spiteful name for an era I like to look back on as "The Glory Years". The early Eighties saw many delightful innovations such as the Atari VCS, the Intellivision, the Coleco and the Vectrex. During these times computers were in the minority, but their day was to come! The brilliant consoles wowed us, holding us spellbound with classics like Combat, Circus Atari, Dodge 'Em, Pacman, Space War, Defender etc. All these at bargain prices too. How many whingers have complained about today's high prices? Thirty or forty pounds for a Nintendo/Sega game? The price of most Atari VCS software was thirty pounds! Good value eh? We thought so at the time!

Who would have thought that a balding, four-eyed bearded chap could topple these console giants? The release of cheap, but crap, computer alternatives brought the downfall of the console. How could they compete with the ZX80 and the ZX81 + 16k RAMpack (and wobble)? The Atari computers, the Commodore computers and the Sinclair Spectrum finally killed the console, at the time it was thought to be dead and buried forever. It is in the late Eighties that we begin to see a rebirth. The Japanese giants having already conquered their own country and the USA begin to invade us. Nintendo and Sega release their basic models and begin the new wave. So the circle is complete. The Phoenix has risen again! But what does the future hold? Will some bald geezer with a high IQ change our minds again? Will the orientals keep a grip of the console market? Will we ever see the Konix?
Boring Old Fart, Hornchurch, Essex
YOB: Yes, they were fun days and I agree with all you say. But while they may have been "Glory Years", at the end of the day, when all's said and done those graphics were still crap!

RETARDED AMIGA OWNER WRITES

Dear poor excuse for a magazine, I am constantly hearing about an argument between Super Famicom owners and Amiga owners. We all know which is the better machine, so why do you and your writers always try to make Super Famicoms better than Amigas because it simply isn't true. There is a boy in my class who we shall call Pierre for the sake of not mentioning his name who is always arguing with me that the Super Famicom is better than the Amiga. Try not to be biased or can you, not face the truth? Enter this letter into your magazine and publish the truth for a change.
Nick from Rochdale (an Amiga owner)
YOB: Dear poor excuse for a human. The Super Famicom was designed specifically to play games. The Amiga wasn't. And while the Amiga can be used to do lots of useful things, when it comes to being a games machine, it's not as good as the Super Famicom.

SCOOP, SCOOP AND SCOOP AGAIN

Dear YOB,
I have heard through another magazine that a certain consoles magazine rates games quickly and before the game is entirely finished thus not giving their readers a very efficient rating.

Please could you tell me if this is you as you do seem to review games before them.
P M Ukee, Chelmsford, Essex
YOB: Sega and Nintendo don't actually send out unfinished games, so the magazine in question is talking rubbish. Why? Because we're different from them - we're liked by game producers (which is why MEAN MACHINES always gets games first), we are more skillful, far more talented and also, we don't like wearing women's clothing.

STUPID PERSON ALERT

Dear Mr YOB
I hear that people are "sprucing" up their Gameboys by painting them; great idea!

Have any other readers got suggestions for colour schemes for their consoles? I painted my Megadrive black.
Mr P Scatter-Cushion, Barnsley
YOB: You're about as funny as a one-legged man in an ass-kicking contest.



▲ *Great stuff from Mike Carr.*

MEAN YOB!



▲ *"The Leech" gave us this picture.*

STUPID PERSON ALERT II

Dear Mr YOB,
I find that inserting a controller (marked "controller" in the box) into my Megadrive improves gameplay no end!
P Scatter-Cushion, Barnsley
YOB: You're about as funny as a leper in a wind tunnel.

STUPID PERSON ALERT II: THE REVENGE

Dear Anne Robinson
What a great programme Paul Daniels' "Every Second Counts" is!
Keep up the good work!
P Scatter-Cushion, Barnsley
YOB: You're about as funny as a bout of diarrhea in a spacesuit.

SON OF STUPID PERSON ALERT II: THE REVENGE

Dear Mr YOB
I think you make all these letters up. Including this one.
P Scatter-Cushion, Barnsley
YOB: You're about as funny as a turd in a swimming pool.

SAD OLD MAN

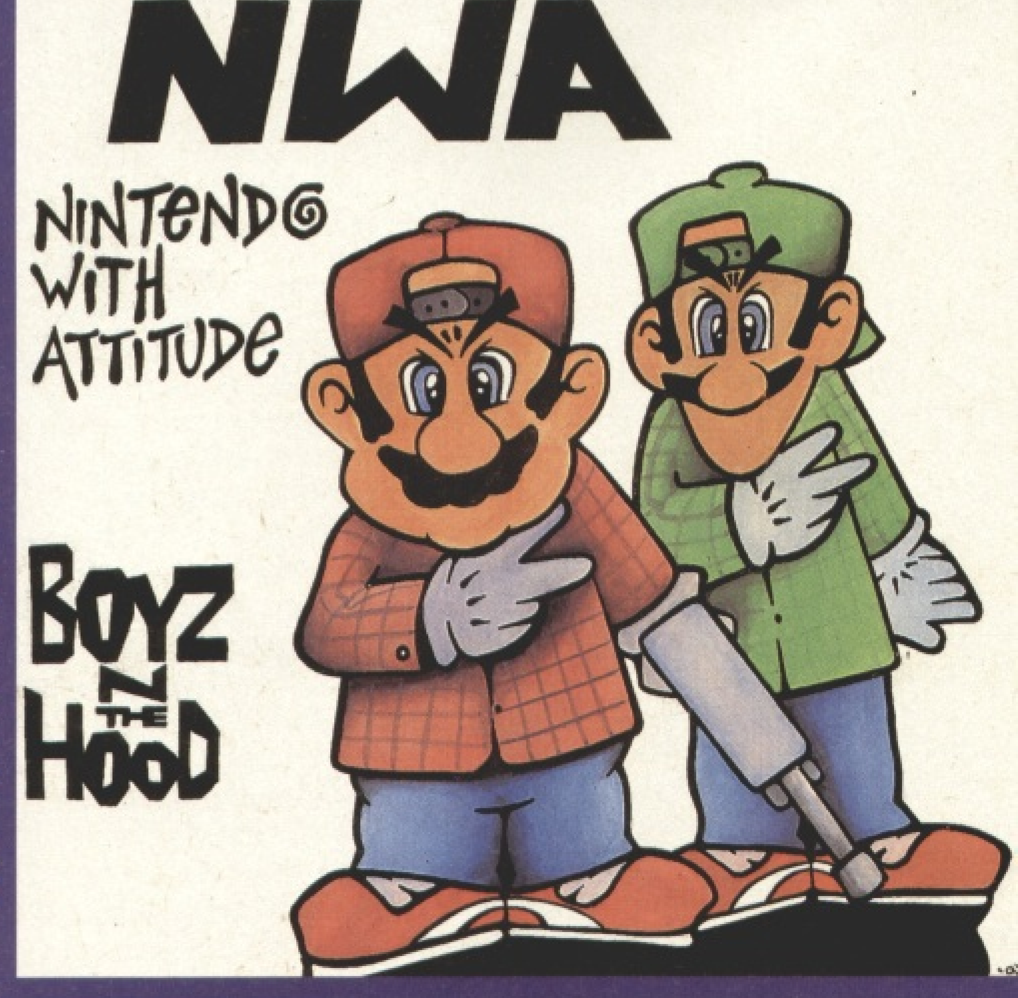
Dear MEAN YOB,
I came down for breakfast on Monday morning, half asleep as usual, when I noticed an article on the front page of the Guardian. It was titled Prof Eugene Takes On Video Villains. Being very into consoles and games and such I read on. It turns out that a professor called Eugene F Provenzo Jr has written a book called "Video Kids" in which he says that video games encourage sexism, violence and racism. He has played the top forty seven Nintendo games for six months. He reckons that only seven out of these forty seven are non-violent. But get this, he also says that Megaman is Ramboesque, (yes that's the same Megaman that shoots bubbles!) and that people don't realise that the machine isn't neutral but channels and frames our view of the world.

I'm sorry professor, but I can't agree. I don't clock Mario 3, turn into a raccoon and fly, and I especially don't jump on people's heads on the off-chance I might be awarded thirty five points. After playing Double Dragon, strange as it may sound, I have absolutely no urge whatsoever to throw rocks or whip people.

I love consoles, games and stuff but there is no way I could or would be influenced by them, to me and millions of others they are harmless fun! What do you think?
Harry Lewdwith, Oxford
YOB: I assume that after six months of playing those titles, the Prof didn't turn into a gibbering, racist, sexist homicidal maniac. Or perhaps he did? I could go on for hours about the subject, but I haven't got the time or the space, so I'll just make this point. When you don't look at the whole picture, are highly selective in the examples you use and present very narrow-minded arguments, it's very easy to paint a black picture of virtually anything.



▲ *Rob Pierce sent in this stunning picture.*



▲ *Yes! A skill pic here from Rob Pierce again!*


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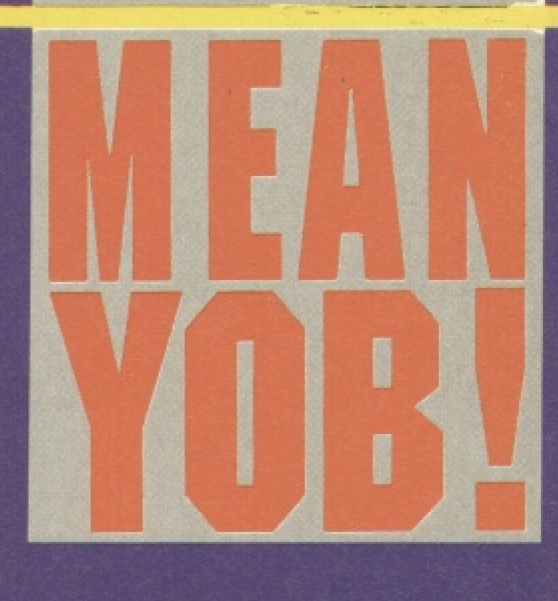
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SPONG!!!

Dear Mean YOB,
In response to Ian "what really gets on my tits" Biggam's letter: I am the PROUD owner of a Megadrive, Master System, Famicom, NES, Gameboy, CDTV, Amiga, ST, PC Engine, Turbo Express, Game Gear, Gamate (err... no, I don't quite think so) and Neo Geo. So there.
Stuart "someone who sounds like a complete dimwit" Fernie, Guildford, Surrey
YOB: You'll be the PROUD owner of a black eye if you don't shut with your inane rubbish....

THE DARKER SIDE OF SUNNY

Dear YOB
Can I through your column in the "Well Hard" MEAN MACHINES reveal this world exclusive - Sunny Mann's glasses are a fake! Yes folks Sunny Mann's image as an optician's love child are completely false... she stole the glasses off me. Me being Dirtyole Mann, Sunny's long lost brother and for years the proud owner of a pair of stupid and utterly ridiculous blue-framed specs. Sunny knew this and when she came into the public eye she had to create an image for herself and before you could say "rollocks", she had half-inched my specs.

I'm really cheesed off about this, suffice is to say I'm as happy as Judge Clarence Thomas in a room full of naked women, while bound and gagged. But I hope that through your mag the world (well, the gaming world anyway) will know the scandalous truth.
Large Framed 3D Glasses, Somewhere in deepest, darkest Belfast
YOB: Since you're obviously not wearing glasses (they being stolen by Sunny), does that mean I can punch you in the face for being so utterly cretinous?



▲ *Andrew Foster sent in this cheeky pic.*

MEAN MACHINES ON TV?

Dear YOB,
I am sure many readers will agree with my point : Why don't you make a MEAN MACHINES TV programme? This way, we could actually SEE how the game plays, hear the sound etc and that would be ten times better than a "proper" review (not that yours aren't already good!).

It could be presented in a Chart Show style-and it could act like an add-on to the mag. For instance, every game that you review, you could actually play on it there and then. I'm sure that it would cost a bit - but who cares? You love your readers, right?
Michael Pittordis, London
YOB: We can't do it because we're a magazine publishing company, not a TV station. Doh!



WHINGING ILLITERATE WRITES

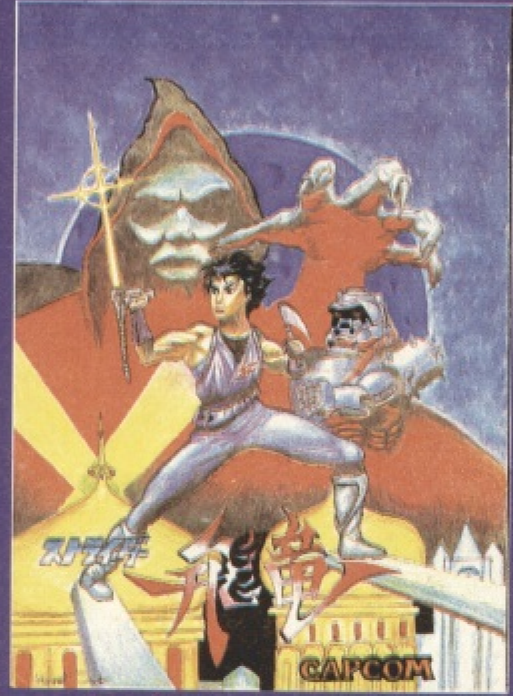
Dear Mean YOB,
As a few of your readers have been writing in with suggestions, I'd like to have a whine.

Not knowing a hell of a lot about computers and just wanting to play games, I bought an NES.

Being chuffed with buying MEAN MACHINES, I have a small gripe about Jaz and Rich's reviews. Brilliant though they are, computer jargon like "superlative parallax scrolling" creeps in now and again. What the hell does that mean? I wouldn't know superlative parallax scrolling if it painted itself purple, danced nude on top of a piano shouting "I'm superlative parallax scrolling!"

If you could ask Jaz and Rich to put things a little more simply, I'd be more than happy than what I am now!

Sorry this wasn't a verbal slag-off saying "My mates a complete twot etc".
Master Bates, Stockport, Cheshire
YOB: "Parallax scrolling" is the technical term for multi-layered scrolling background graphics. Each layer moves at a different speed, which is why it's called parallax scrolling. Why don't



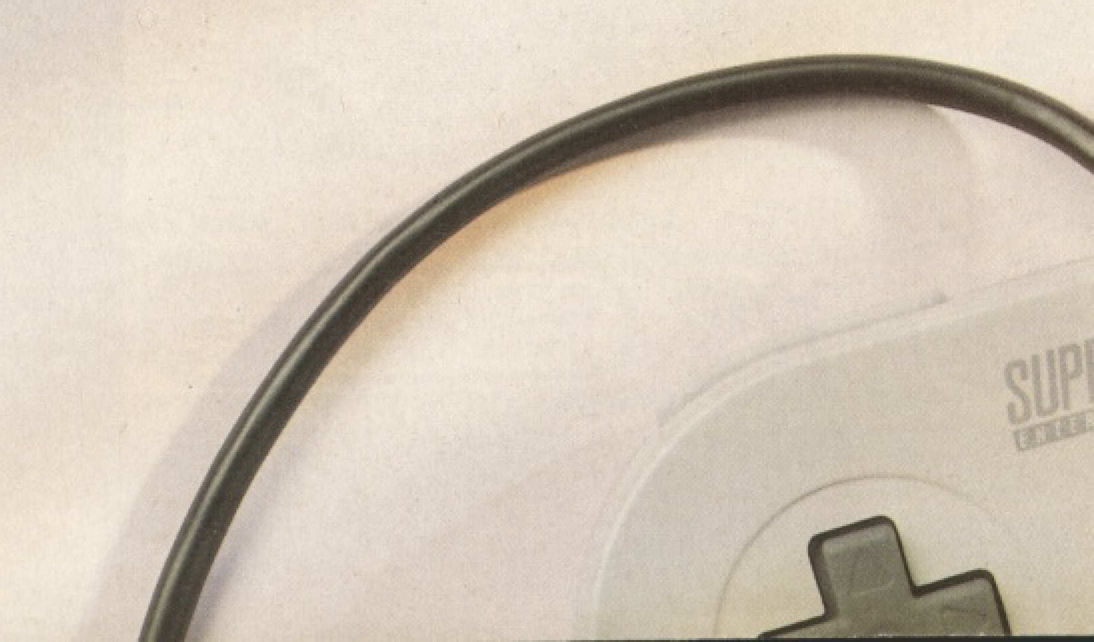
▲ *This Strider pic comes from Harmeet Jandu. Mega!*

HOW TO DOUBLE YOUR TELEPHONE BILL

Dear YOB,
I am writing to tell you of a brilliant idea for your mag which I thought of while reading the latest edition. As we all know you try to fit as many reviews as possible, but there will always be some games that don't get in. So what I thought you could do is record short comments and give an overall percentage for each game then put them on 0839, telephone numbers like the competition hotlines.

You could have Megadrive, Famicom lines plus lines for all the other consoles you cover. Each line could have several games on them which have not been reviewed in your mag.
Martin Randle, Willenhall, W Mids
YOB: And we'll make tons of cash out of them too! Yippee!

SO WHEN DO THE SUPER WILL BE




X
A
Y
B



Welcome to 1992! Jazza's got his celebratory pan-European sparkling special answering trousers on and he's ready to indulge in a veritable question answering fest! If you've got anything to ask the man who carries his intellect around in a sack marked "manure", write in. No question is too tough, so write away to: JAZZA'S STAINED BROWN SACK O' INTELLECT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

EDAM

Dear Jaz,
I was wondering if you could possibly answer these few questions.

1. When the Mega CD comes out will it make the Megadrive better than the Super Famicom?
2. Will there be any decent beat 'em ups out for the Megadrive before Christmas?
3. On the first of December the Mega CD comes out in Japan, will I have to wait for an English CD-ROM or will the Japanese CD work with my English machine?
4. Is Stormlord better than Ghouls 'n' Ghosts?
5. Will Street Fighter ever come out on the Megadrive?
6. Are any good football games coming out on the Megadrive?
7. Is Pit Fighter any good on the Megadrive?
8. When will Rad Mobile be out?

David Montgomery, Halifax

JAZ: 1. Yes. 2. No. 3. We're not sure yet - it's best to wait and see. 4. Nowhere near as good. 5. Nope. 6. Yeah - Super Kick Off is going to be completely mega. 7. It's not bad - wait for the review next ish. 8. Not until later on next year - more information as soon as we have it.





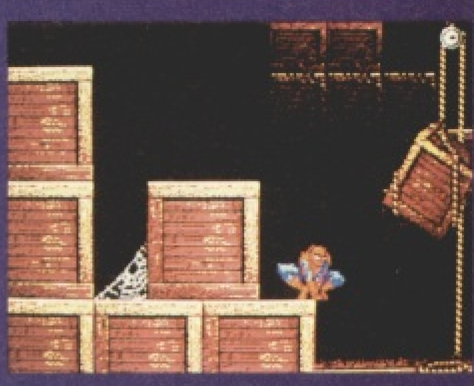
CHEDDAR

Dear Jaz,
Please can you help me. I have recently bought Spiderman for my Megadrive. I am stuck on the end of level baddie on level four, the Sandman. He is just too quick for me, please can you tell me how to kill him. Do you have to use the fire hydrant at the beginning? Also, does he have any patterns to make it easier? Hope you can help me progress on this superb game.

M P Kay, Monton Eccles, Manchester

JAZ: Lure him to the fire hydrant, then when he's close by, kick the hydrant and the water will wash the evil rogue away.





CAMEMBERT

Yo Jaz,
I was wondering if you can answer these questions for me.

1. Is there going to be a football manager game on the Megadrive?
2. How much will the CD-ROM machine cost? How about games? When will it be officially released?
3. Is it possible to upgrade your CD player to a CD-ROM?
4. Is there going to be a Vanilla Ice game?

Muhael, Bristol

JAZ: 1. Nah, unless US Gold decide to release Super Kick Off Player Manager. 2. The machine is expected to cost £299.99 when it's released - but a date is yet to be announced. We believe that it could well appear by the summer! 3. No. 4. Yes, unfortunately. It'll appear on the Super Famicom. Bleugh! Pass me the vom bag.

KNOB

Dear Jaz,
I currently own an NES, although I'll soon be getting a Megadrive but I have a few queries still, so...

1. What is the advantage of getting a Japanese convertor for the Megadrive?
2. What will the CD-ROM do?
3. Can consoles using SCART run through the SCART socket on a VCR rather than the TV?

Zippy Frood

JAZ: 1. So you can play imported Japanese games you dozy nit. Doh! 2. Everything except make cups of tea at four thirty in the morning (CD-ROMs need sleep too!). 3. No - the picture comes out all wobbly and crap on the telly.

SWISS

Dear Jaz,
I am, of course, the proud owner of a Megadrive and was wondering if you could answer my questions.

1. Will there ever be a Mickey Mouse 3? If so, when?
2. I've heard rumours that if or when Sonic 2 is released. The game is for two players with a grey hedgehog to accompany Sonic on his travels. Is it true?

Paul Roche, St John, Jersey

JAZ: 1. I've heard no rumours as yet. What I can tell you is that other Disney characters have been lined up for Megadrive stardom - we'll keep you posted. 2. Not as far as we know.



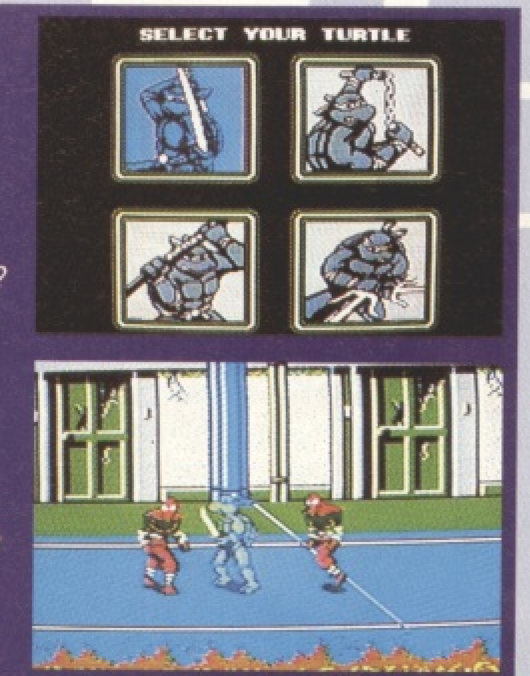
CAERPHILLY

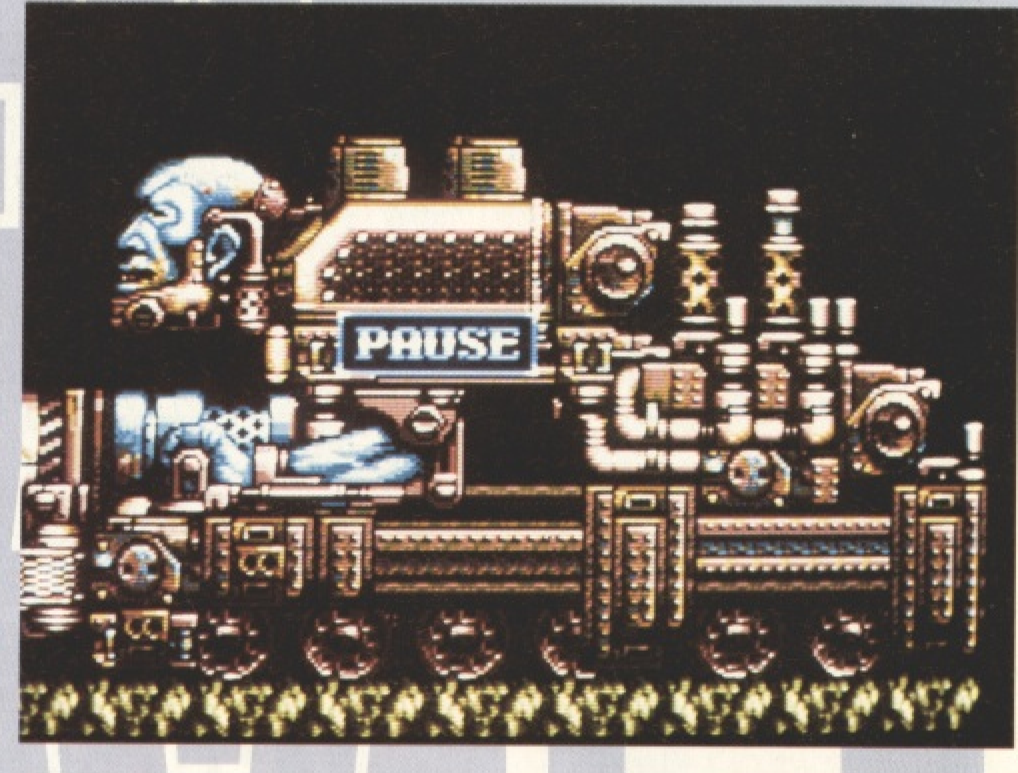
Dear Jaz,
Would you please answer my questions.

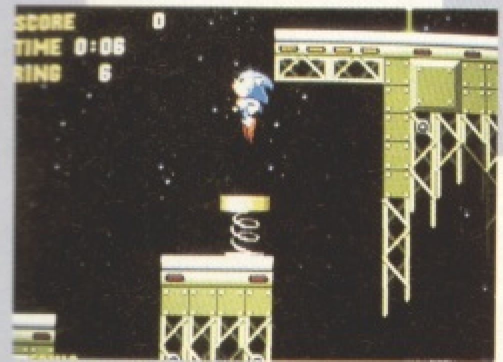
1. Is TMNT coming out on the Megadrive?
2. Is Sword of Sodan any good?
3. Is Final Fight going to be out on the Megadrive?

Aaron Miller, Rycroft, Walsall

JAZ: 1. It's been put on hold, and I don't think it'll ever appear. We'll let you know if the situation changes. 2. No, it's vile and revolting and shouldn't be allowed. 3. No, no ten zillion times nooooooooooooooooooo.





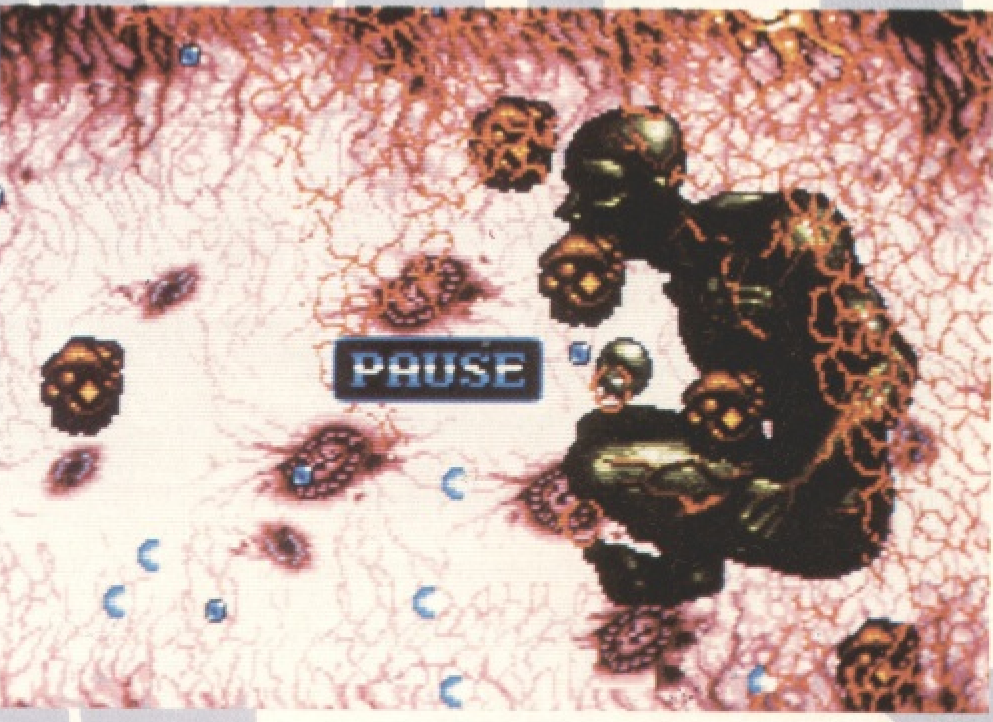


STILTON

Dear Jaz,
1. We went into Comet and the man said that the English Megadrive that was in there could play Japanese games. Is this true?
2. What are your favourite Megadrive games?
3. What do you think of Mickey Mouse, Gynoug, Super Monaco GP, Magical Hat and Fantasia?

Mr X, Whitehall, Bristol

JAZ: 1. Yes - with an adaptor. 2. At the moment, John Madden's '92 and Robocod are top of my playlist. 3. Great, great, great, great, steaming crock o' hoss dung.

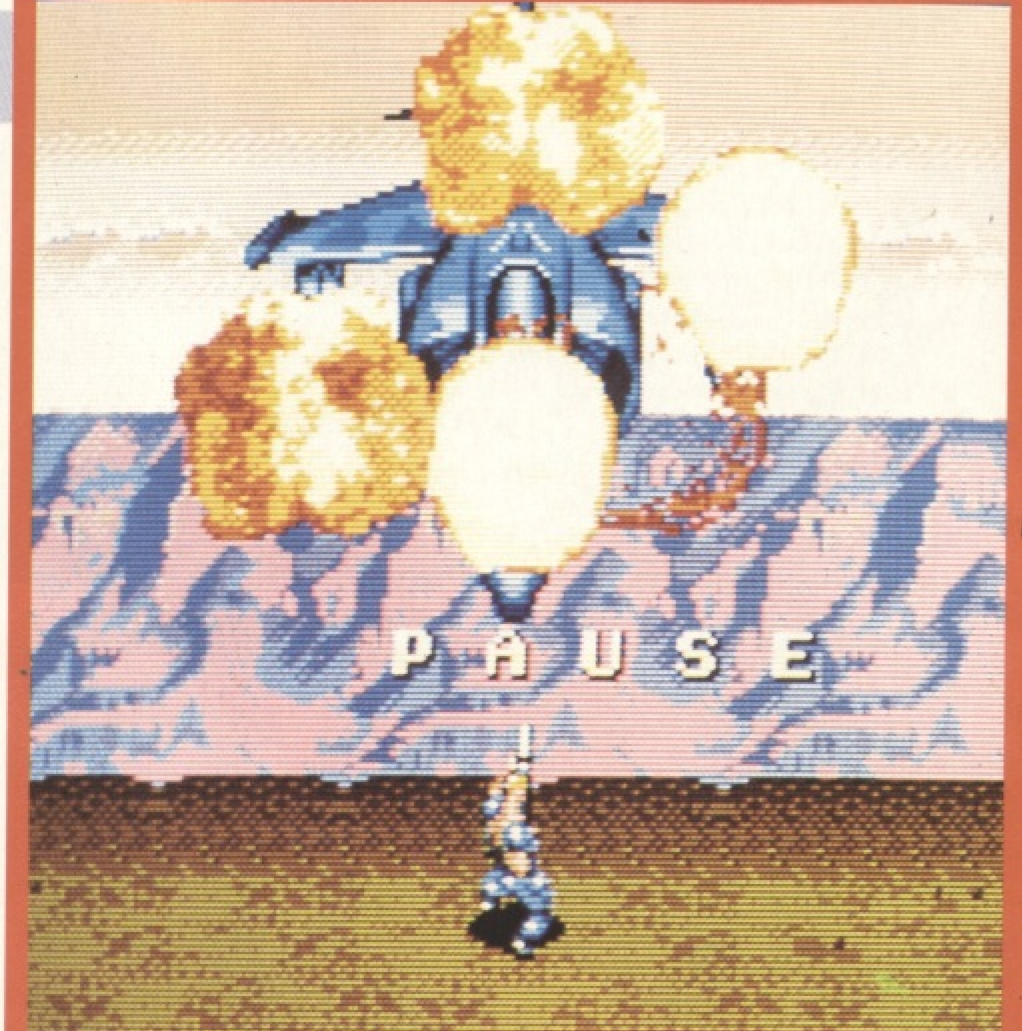












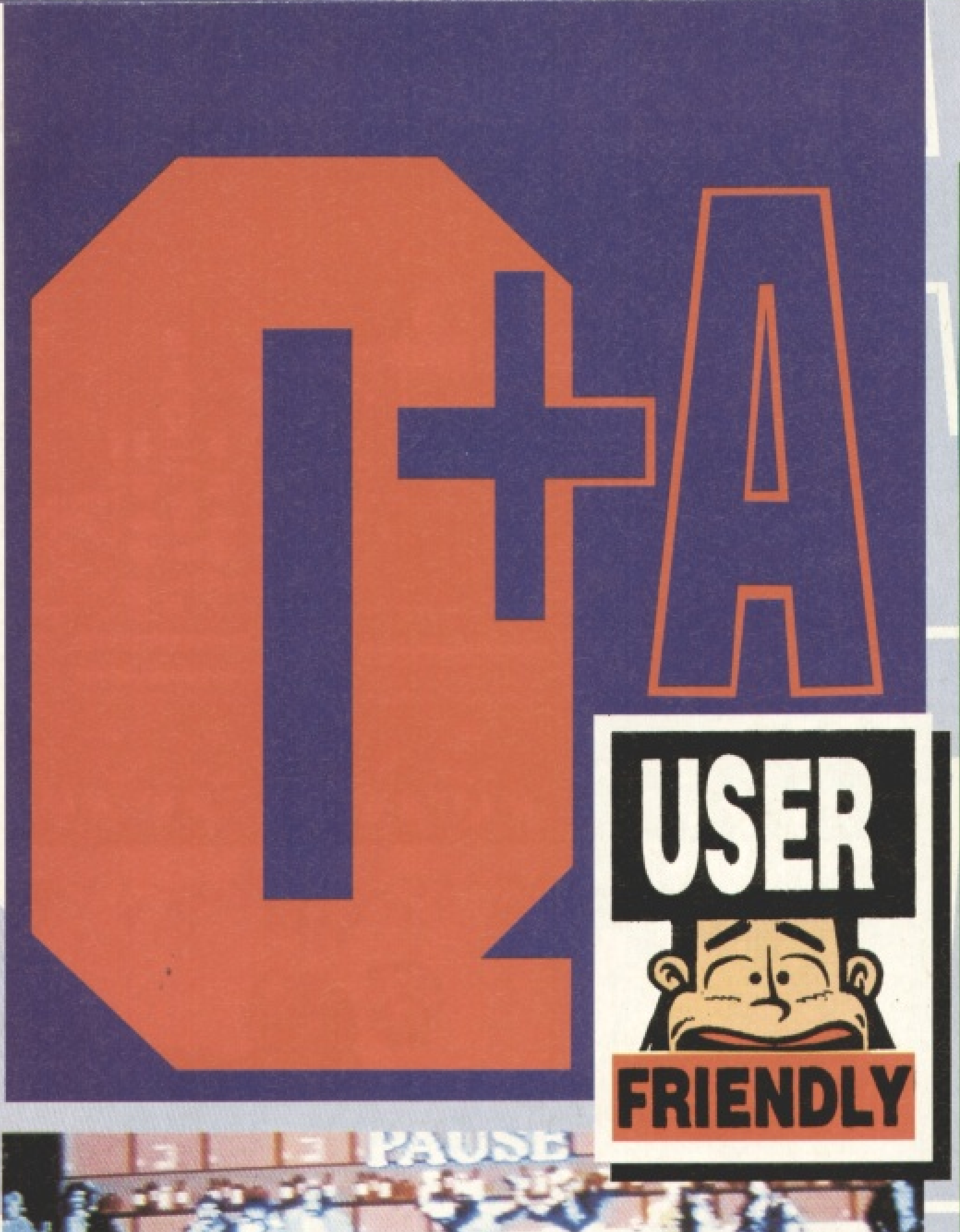
LEICESTER

Dear Jaz,
Please could you print this letter as I'm desperate to find out the answers.

1. Will there be a Sonic 2 on the Megadrive?
2. With the release of the Mega CD unit, will there be such games as Final Fight or Street Fighter 1 or 2?
3. Is there a game being programmed called Gang Wars?
4. With the release of Mercs, is there a Mercs 2 for the Megadrive?
5. Have you seen any early screen shots of the games Aliens 3 or Predator 2, and if so are they looking good?

John Fowler, Broxbourne, Herts

JAZ: 1. Yes. 2. Final Fight? No. Streetfighter? Sadly lacking. Streetfighter II? Yep. 3. I've heard rumours, but no evidence is forthcoming. We'll let you know. 4. No. 5. Yes, and they're both looking very promising.



GORGONZOLA

Dear Jaz,
One of my all time favourite games has to be Turrican on my old C64. Unfortunately (tears of sadness), I had to sell it to get some dosh to but a Megadrive. Imagine my cries of joy when I found out that Turrican was coming out on the Megadrive. But has it got the same brilliant playability as the Commodore 64 version?

Also, there are rumours that there will be an Action Replay cartridge for the Megadrive and it will enable you to play Japanese games on it. Is this true? And if it is, how much will it be and when will you be able to play it?

A Very Excited Megadrive Owner, Hemel Hempstead, Middlesex

JAZ: Sadly, it's anti-climax time for you, Mr Excitement. Turrican is a naff shambles which simply isn't worth getting. The Action Replay is on its way - expect us to review it within the next few months.







COTTAGE

Dear Jaz,
I own an Amiga and a Megadrive and they are both brilliant. At the moment I have three hundred pounds saved for a Mega CD, and I was wondering if you could answer some questions for me.

1. How many colours does the Mega CD have?

2. How much will the games cost for it?

3. Will Pit Fighter be coming out on the Mega CD?

Dave Roberts, Morecambe, Heysham

JAZ: 1. The same as a normal Megadrive. 2. Nobody knows yet - it's cheaper to produce CDs than ROM cartridges, but since there's so much more programming involved in a CD-ROM game (if the machine is used to its full potential), they might be just as expensive as their cartridge counterparts. 3. No.

BRIE

Dear Jaz,
Could you please answer my following questions.

1. I'm thinking of getting a Megadrive but I am not sure if I should get a Jap or a UK version. Which is more reliable?

2. Do UK/USA games work on a Japanese Megadrive? If not, what do I need?

3. Will a Jap Megadrive display English text?

Paul Barkley, London

JAZ: 1. They're both the same. 2. Yes. 3. No.

GOUDA

Dear Jaz,
I would be pleased if you could answer my questions.

1. Is there a release date for Sonic 2 on the Megadrive?

2. What is Mr Komatze like?

Dave and Gav, Somewhere

JAZ: 1. No. 2. Eating a plate of snot.



PROCESSED

Dear Jaz,
I have just become the proud owner of a Megadrive and have loads of questions to ask!!

1. Which would you say is the best shoot 'em up game for the Megadrive?

2. Is Afterburner 2 any good?

3. If you buy a Master System convertor are the graphics and sound improved?

4. Is it worth buying a second joypad?

5. Is Speedball 2 any good? I know it is for the Amiga.

Theo Sirota, Wells, Somerset

JAZ: 1. Gynoug. 2. Yes - if you like Afterburner. 3. Not in the slightest. 4. Depends if you want to indulge in a lot of two-player action. 5. Yes.

TIPS

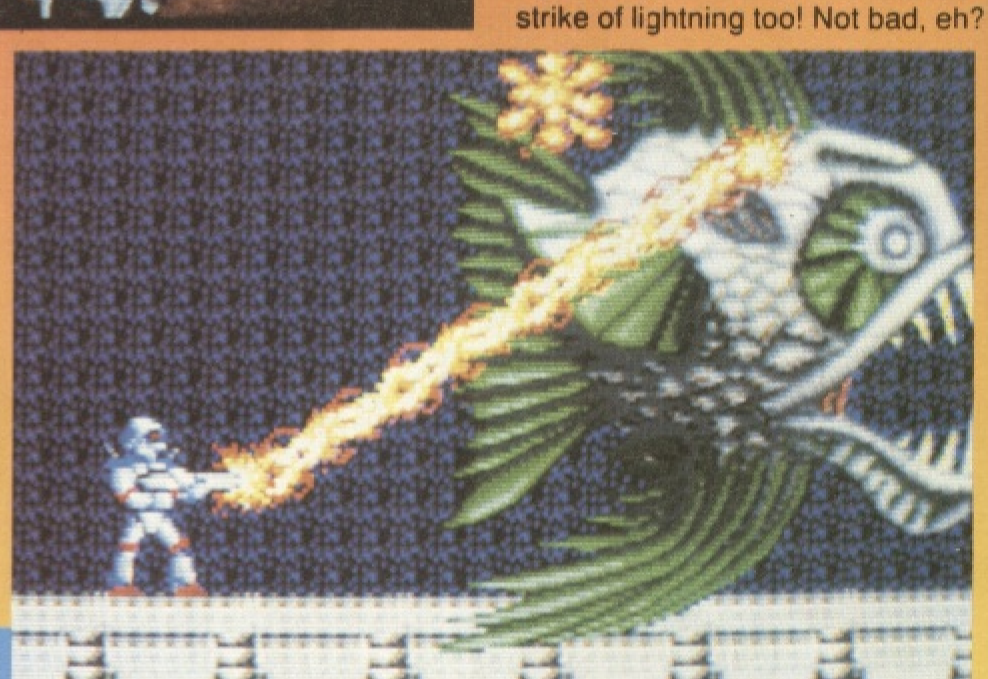
Yo! Welcome to the MEAN MACHINES Tips Section - the pages in the mag we choose to print tons of topper hint and cheats on for your delight. This month we've got a veritable bonanza of tips including Speedball and Xenon II tips and a Nintendo Simpsons low-down! Yay! If you want to contribute to the section, send in all your stuff to THE TIPS SECTION, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, we've got a hundred and fifty of your English pounds sterling to shower on one lucky tipster per month, so hurry up with those NEW and EXCITING tips!

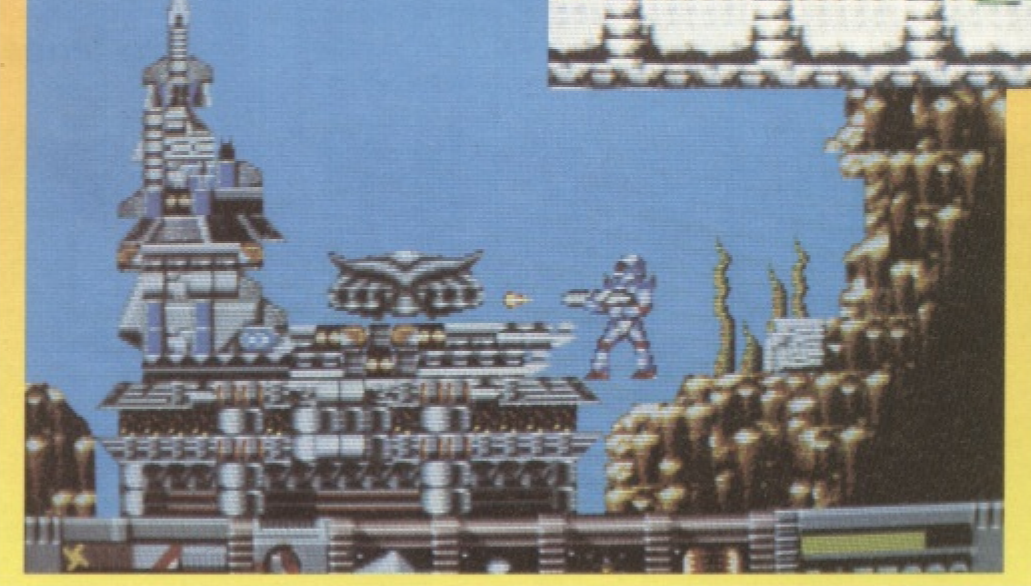


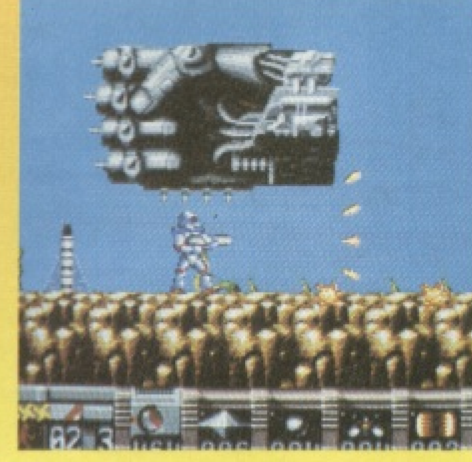
Use your high-power laser whip to locate hidden goodie blocks. For example, there's one to the far left of your starting position. Also, should you wait a few seconds at this position, a 1-UP should magically appear!

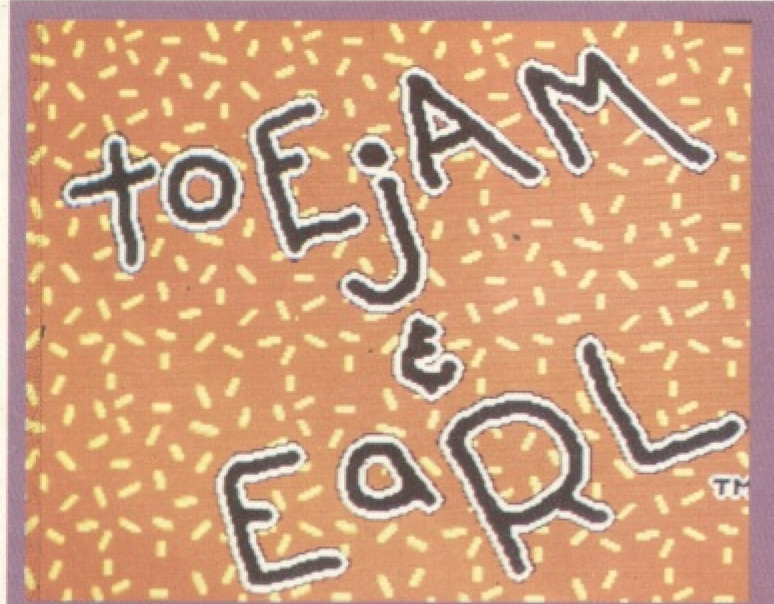
Also, on the lightning level use your lightning whip around the generators to reveal loads of goodie blocks. However, DON'T destroy them! Use them as stepping stones, using the whip to reveal the next goodie block. Carry this on and you should arrive at a high platform stacked to the brim with 1-UP's! Follow the platforms right and you should avoid every strike of lightning too! Not bad, eh?

Tony Hanley from Wakes Colne near Colchester (which is about ten miles from my humble home actually) also sent in some helpful pointers for this pretty disappointing Ballistic release.



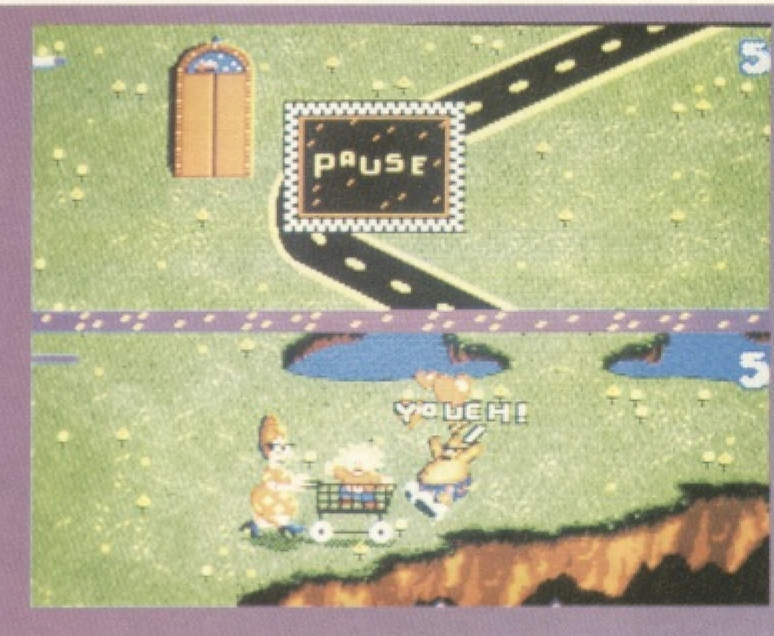


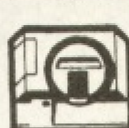




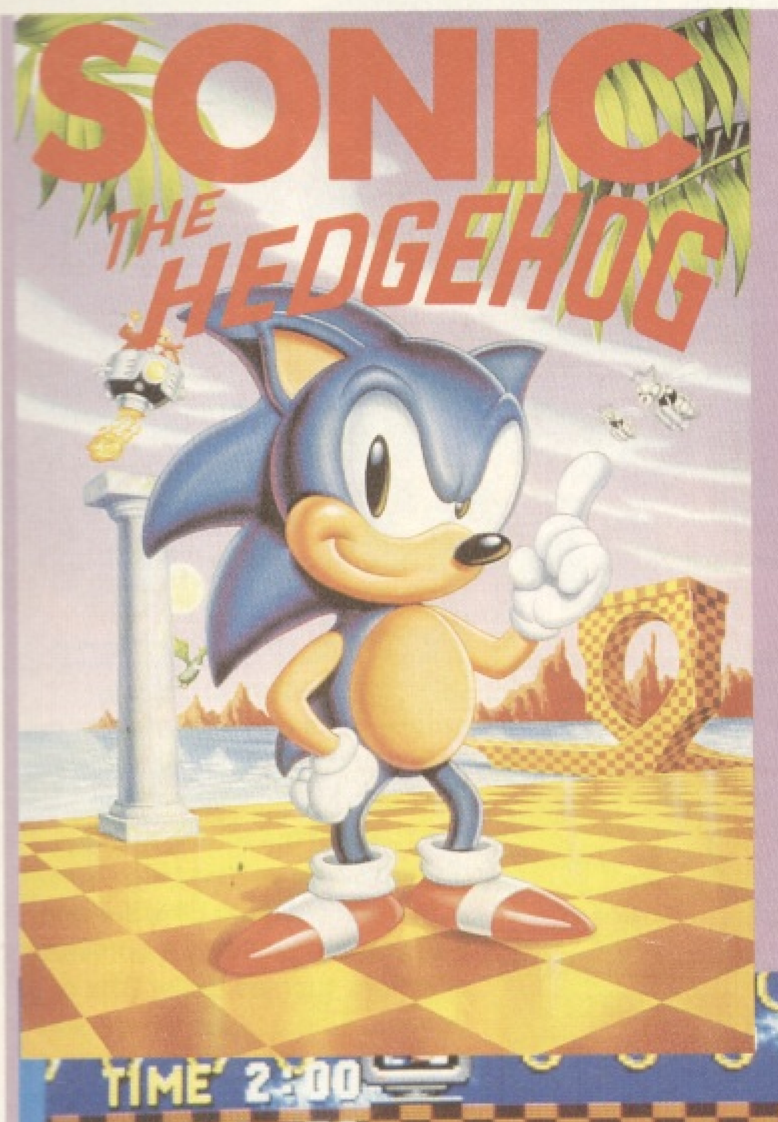
Tom White from Hemel Hempstead sent in this cunning plan to get to the very mysterious level zero of Toejam and Earl.

On the fixed world setting, go as far as level three, collecting as many presents as possible. Find a carrot man and ask him what are in the boxes. If you have either the icarus wings, rocket skates or the float, fall back to level one. Open the present and travel across the water, heading for the bottom left corner of the map. You should come to an island. Fall down the hole in the centre of the island and you land at level zero!





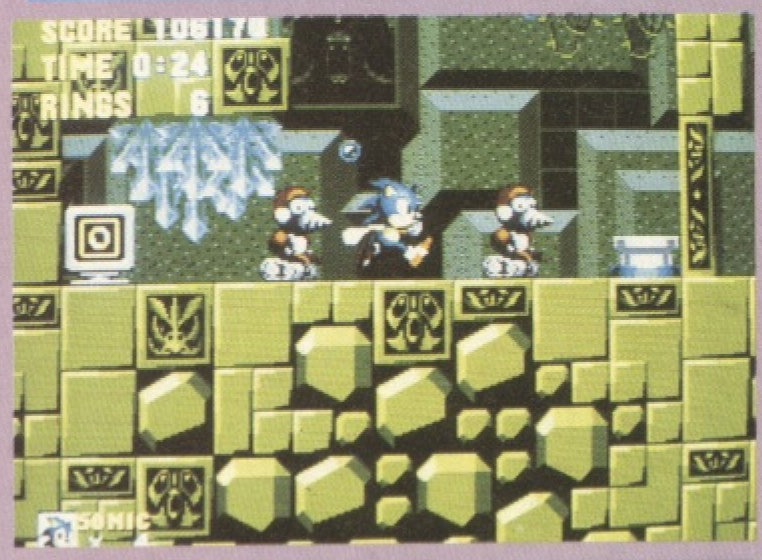




Everyone's heard about the boring old level select cheat for Sonic the Hedgehog, but Tony Hanley (this could be Handey - Tone's signature is dire) from Wakes Colne sent in this cheat to get you to the bizarre Debug screen of the game.

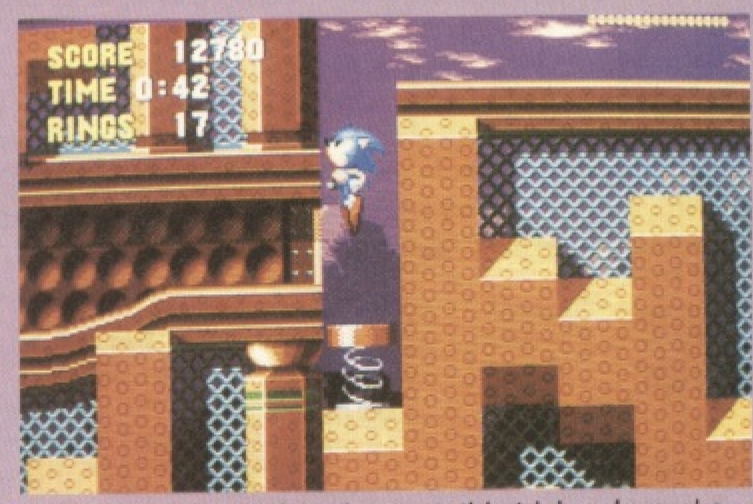
On the title screen press **UP, C, DOWN, C, LEFT, C, RIGHT** and **C**. You'll hear the ring sound. Now hold down **A** and press **START** until Sonic appears. To see if the trick has worked, look at the score.It should be, as Tony puts it, "a bunch of letters and numbers), although us lads would call it hexadecimal notation.

Press **B** to get into the DEBUG mode. Press **A** to change the sonic character into another and press **C** to put this onto the playfield. Funnily enough, Sonic is totally invulnerable on this playing mode too.





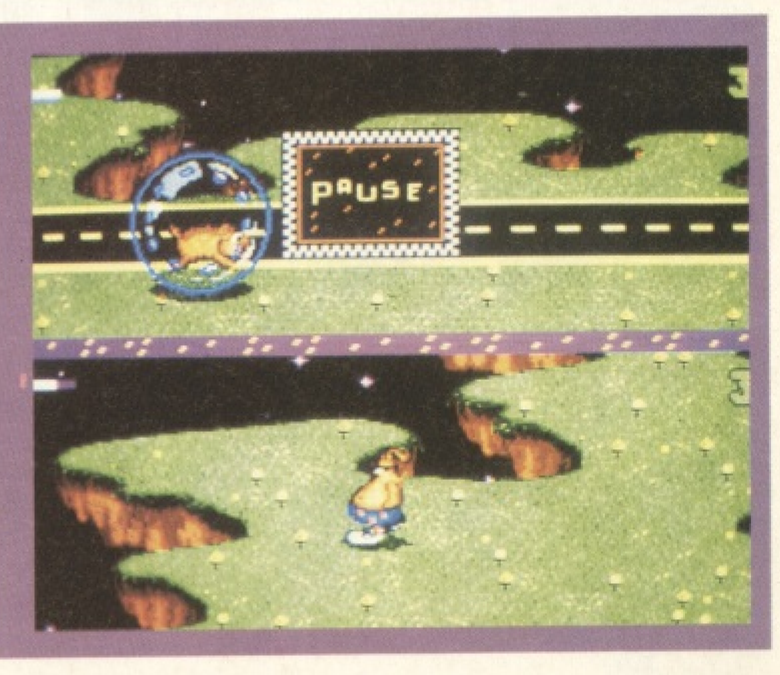




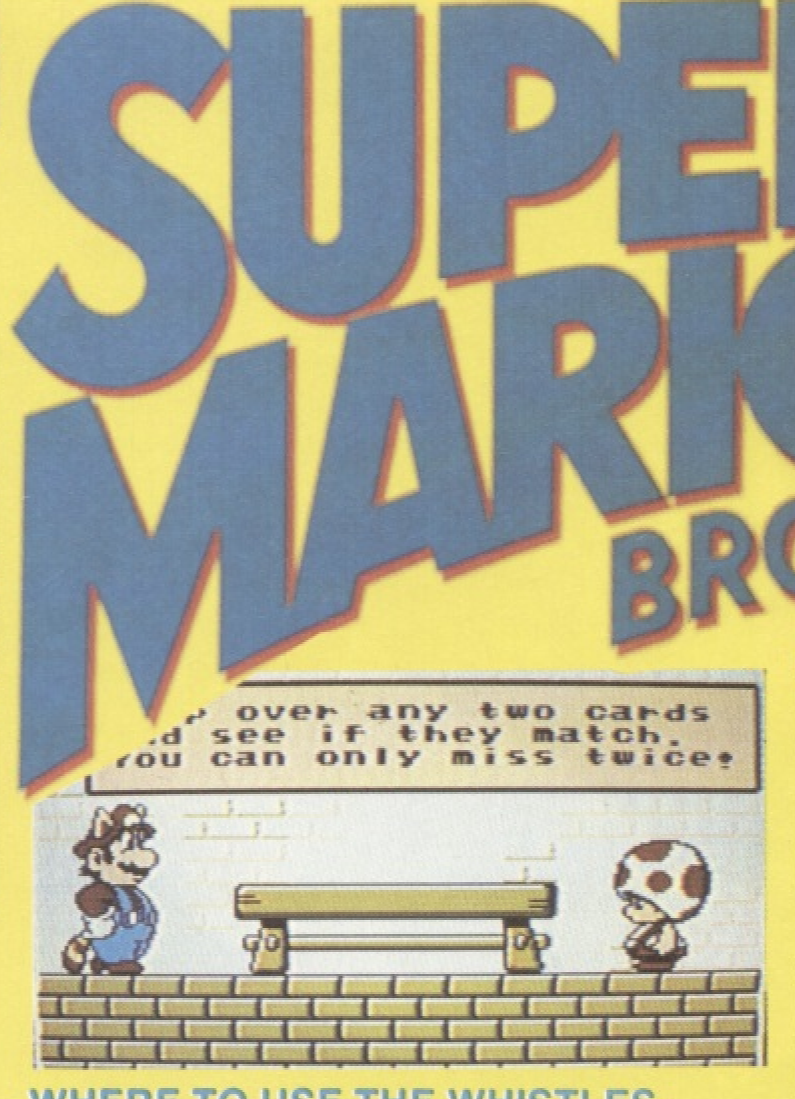
As Tony correctly points out, this trick only works on the first production run of Sonic carts - so there's a good chance it might not work if you bought the game during the last couple of months. Ah well.

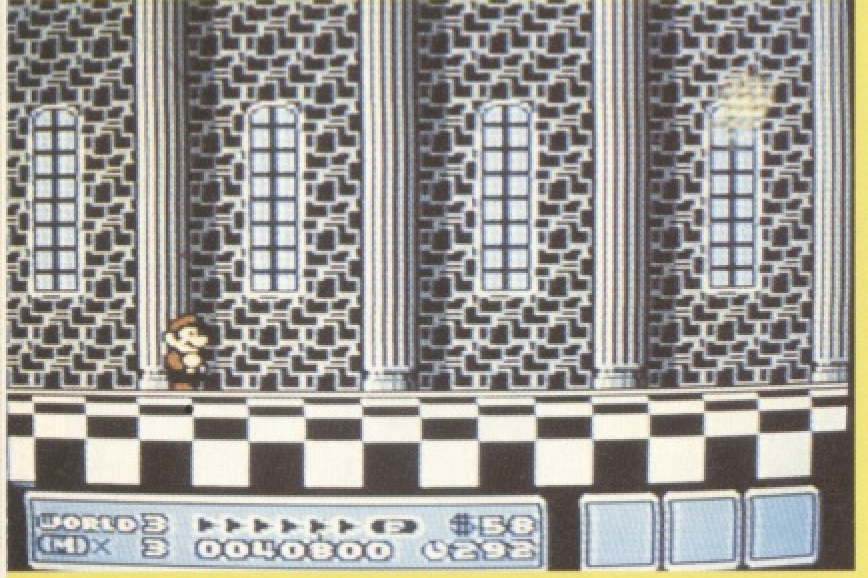






We must have had tons of letters proffering tips for the latest Mario classic (rated at 98% in October's MEAN MACHINES!), so check out the following tips *very* carefully. By the way, the author of most of these tips didn't bother to include his name - doh!





WARP WHISTLES

There are three warp whistles in the game which are used to warp your way to later sections of the game. Here's where to find these items.

LEVEL 1-3: Kneel down on the white block near the end of the level for five seconds. After you drop behind the background run to the end of the level to find a hidden toad house with the whistle.

WORLD ONE FORTRESS: Fly up and right as far as possible, through the gap in the ceiling. Continue right until you can't go any further and then press up to enter the hidden room with the whistle.

WORLD TWO HAMMER BROS: Use the hammer to break the boulder in the upper right corner of world two's map. Battle the Hammer Bros hiding beyond the boulder to get your hands on the final whistle.

WHERE TO USE THE WHISTLES

If you use the whistle in world one you may choose to go to worlds two, three or four. If you use it in world 2-6, you may choose from worlds five, six and seven. Finally, should you blow that whistle-like object on world 7-9, you are warped to world eight!

CARD TABLES

There are only eight of these bonus goodie tables found in the whole game. Simply turn over a few cards to discover which table you've been landed with, consult this page and you're away - hurrah!

EXTRA LIFE TACTICS

Use these tactics to get your grubby mitts on loads of extra lives.

In world 1-2, while you're Raccoon Mario, kill nine enemies in a row without touching the ground to get you that life.

In certain worlds (like 3-4 and 3-9) you are faced by a continuous attackers such as Bullet Bills or Spinies. Find a place where you can set up a Koopa so it bounces between two obstacles and clears away the enemies. Quickly get to a safe spot and as the enemies are



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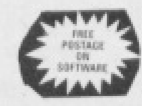
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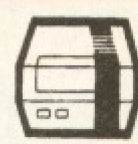
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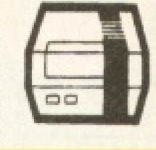
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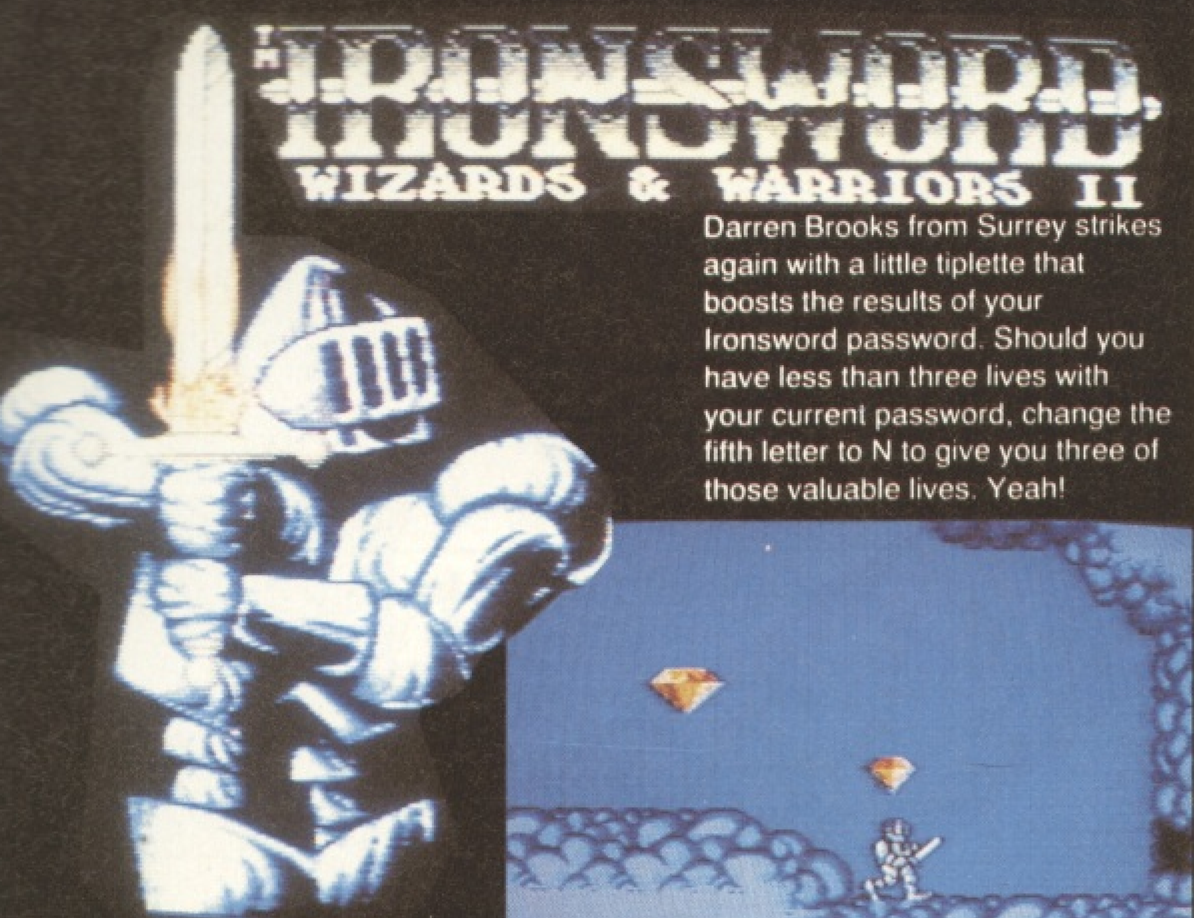
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Darren Brooks from Surrey strikes again with a little tiplette that boosts the results of your Ironsword password. Should you have less than three lives with your current password, change the fifth letter to N to give you three of those valuable lives. Yeah!





GAME BOY



We've had quite a few notes from readers supplying codes and the like for this Gameboy classic. However, the best tips of the lot came from Martin Key from Drayton Bassett in Staffordshire. Tackle the bosses in the following order.

ELECMAN

The first boss to blast into oblivion is Elecman. Use your Plasma Cannon on him to get the Thunder Beam.

PASSWORD: A2, A4, B3, D1, D2

ICEMAN

Use the Thunder Beam to defeat this guy. You'll get the Ice Slasher for your troubles.

PASSWORD: A1, B4, C1, D2, D4

FIREMAN

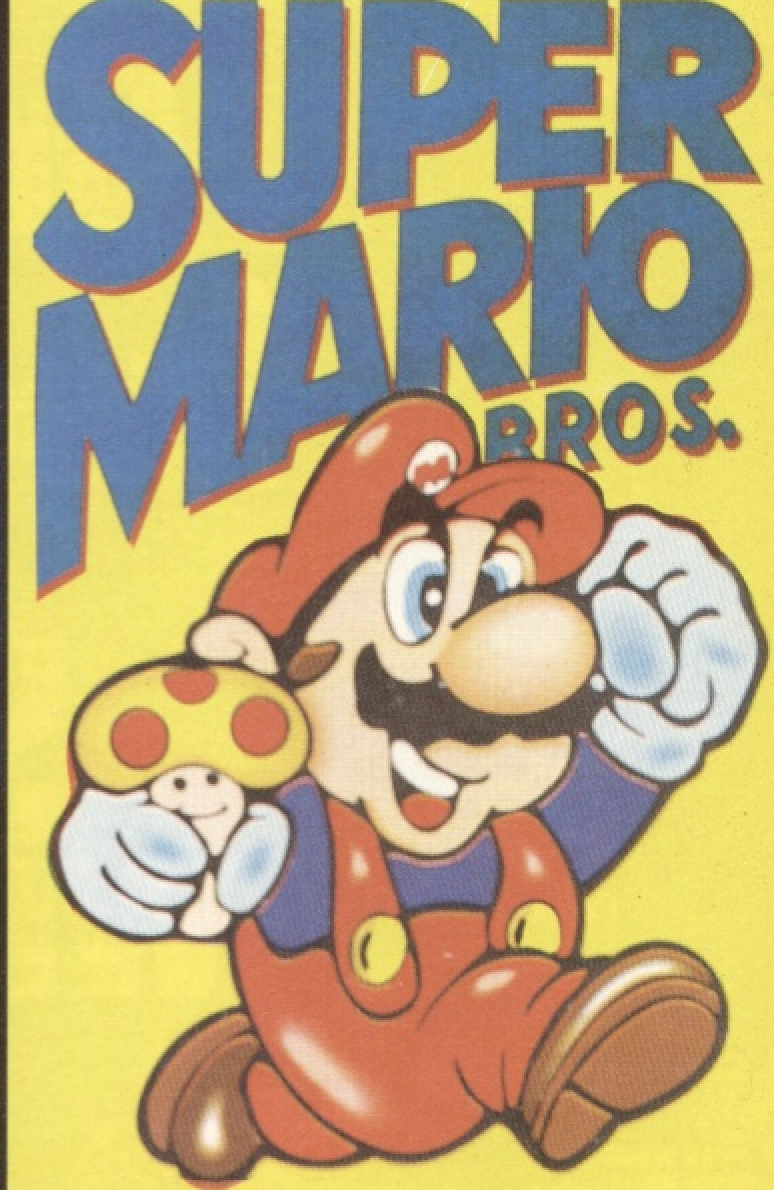
Fireman's next on your hit list. Defeat him with the Ice Slasher (pretty obvious really, eh?). Conquering him gives you a spanking new Fire Storm for your efforts.

PASSWORD: A2, A3, C1, D2, D3

CUTMAN

Use your newly-acquired Fire Storm on your last target, Cutman. You'll be rewarded with a Rolling Cutter and a Catch (a floating platform). Use the password below and you're warped to Dr Wily's castle - tips for which will appear in next month's MEAN MACHINES!

PASSWORD: A2, A3, B4, C2, C3



That man Darren Brooks certainly seems to be hogging it a bit, but still, he did send in just about every secret bonus in Super Mario Bros! Take it away, Daz!

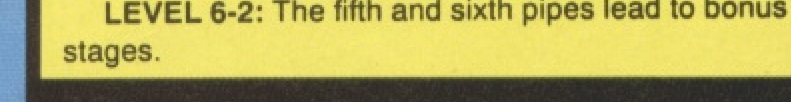
LEVEL 1-1: Try the third pipe.

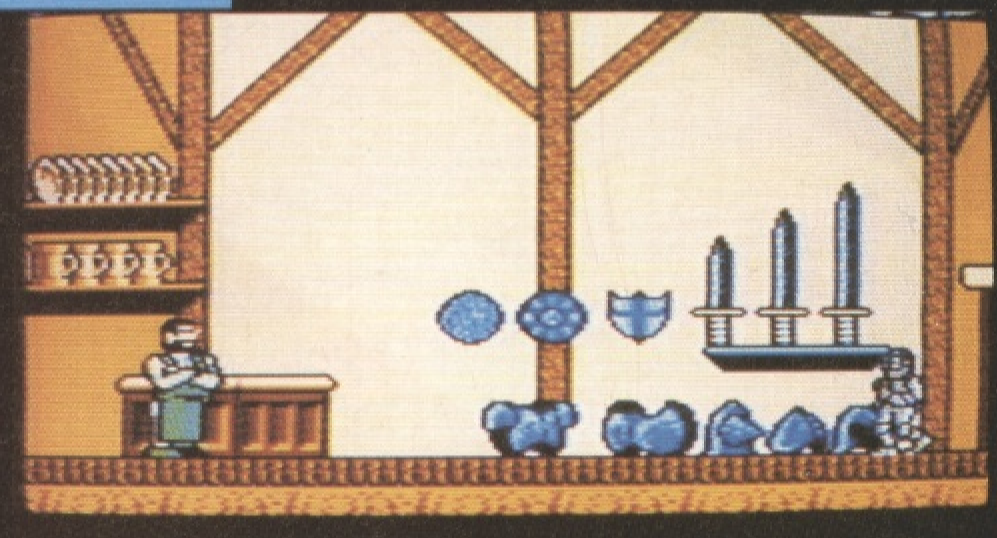
LEVEL 1-2: The third pipe from the end is the one for you.

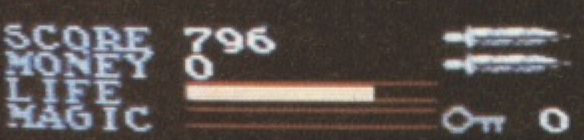
LEVEL 3-1: The second pipe along yields results.

LEVEL 5-1: Scoot along to the second from last pipe.

LEVEL 6-2: The fifth and sixth pipes lead to bonus stages.









STEADY



GAMEBOY

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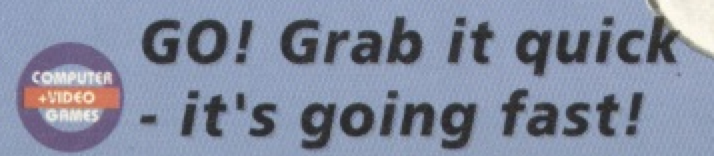
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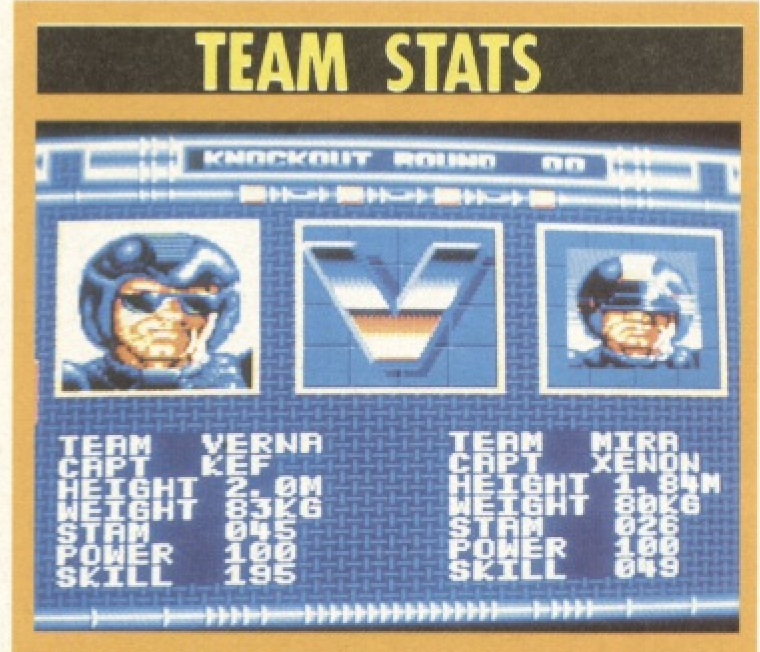


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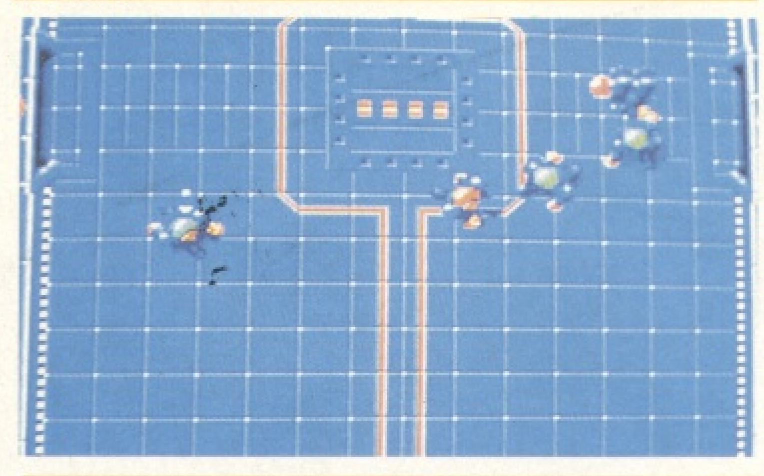
SPEE

Speedball is one of the best games released on the Master System in recent months. Follow this guide, supplied by the producers of the game, for maximum success! Remember, it's not the winning that counts, it's the taking part (as well as indulging in plenty of gratuitous violence!).

TEAM STATS



By looking at the stats beneath each team, there's no real difference between them. However, smart cookies should go for the middle team - Lacerta. These guys come with 200 power points as standard, and in a game as violent as Speedball, every bit of power counts.



LOB 'N' TACKLE

Stand in front of the goal, but a fair way down the pitch. Hold down the button to attempt a powerful shot in the direction of goal. Now run forwards, punching the hell out of the opposing goalie. This leaves you with an open goal!

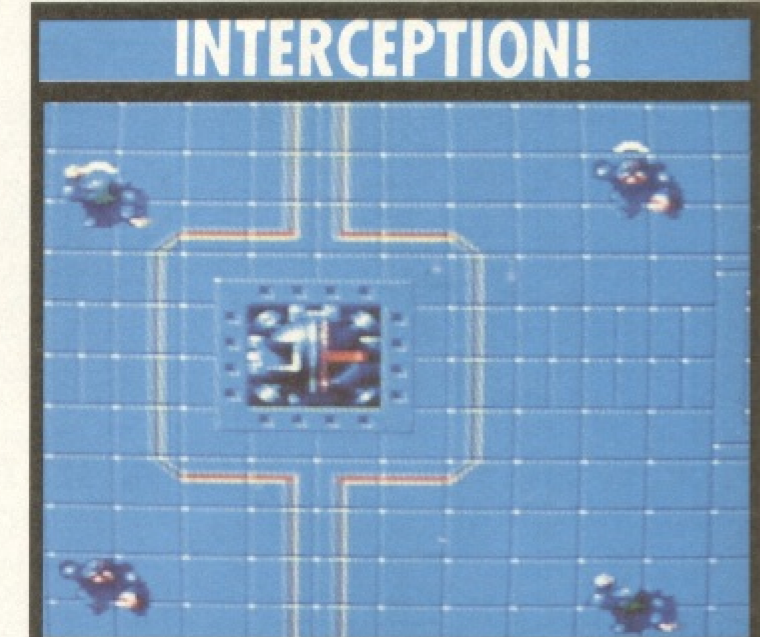
PITCH DIRECTION

When you're up against the computer, you always play up the pitch. This means that after a while, playing this way becomes second nature. So, when you attempt a two-player game, make sure you're player one. Player one ALWAYS goes up the pitch - giving a slight advantage over the opposition.

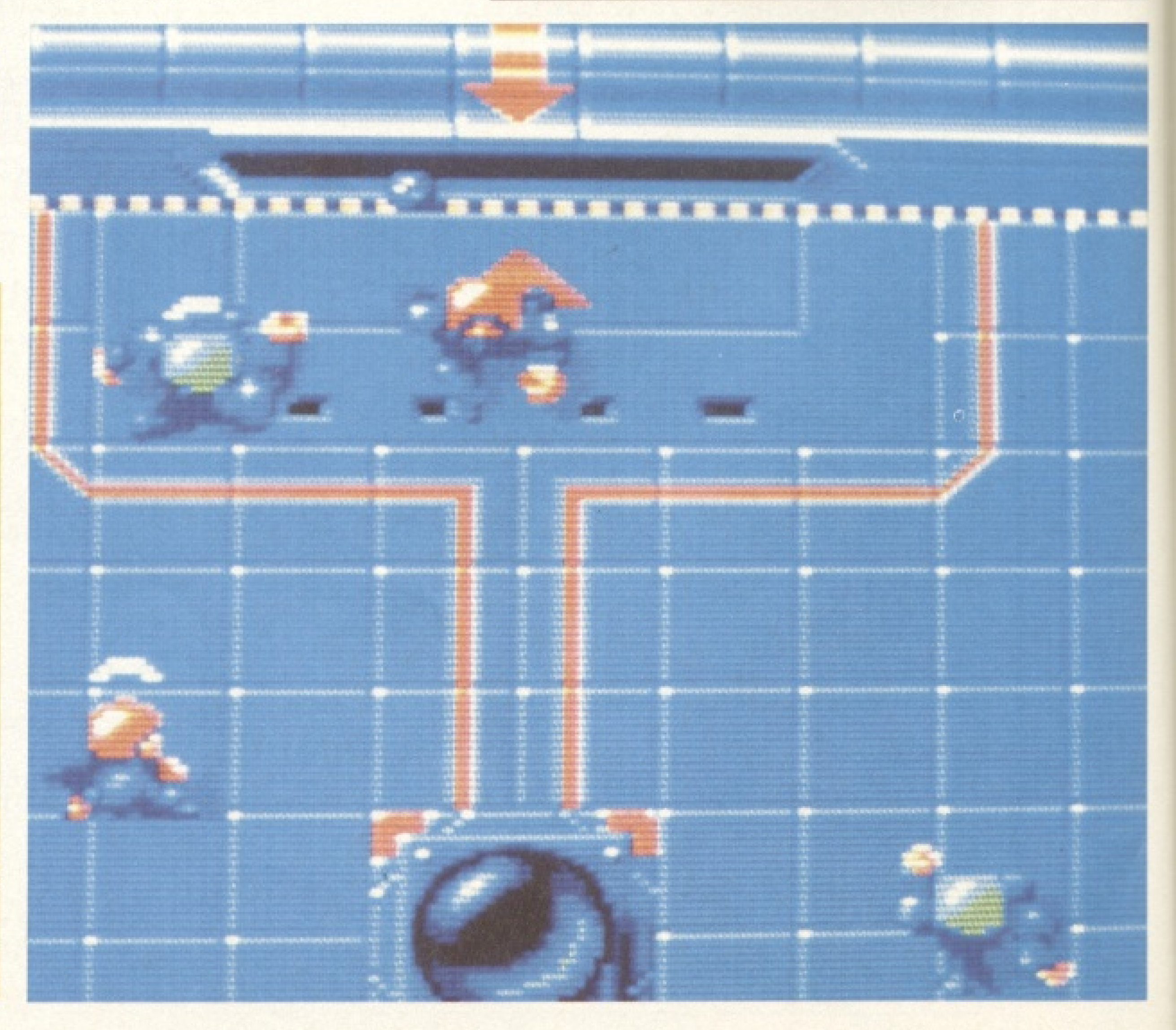
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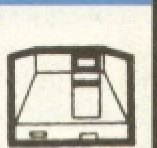
Throwing the ball so that it ricochets off the wall towards the goal mouth is another good attacking tactic. It's most effective in two-player mode.

INTERCEPTION!



To increase your chances of getting the ball just after its launch into the Speedball arena, point your controller in the direction of the launcher and tap your fire button. Nine times out of ten, you get possession - giving you an instant advantage!







BALL

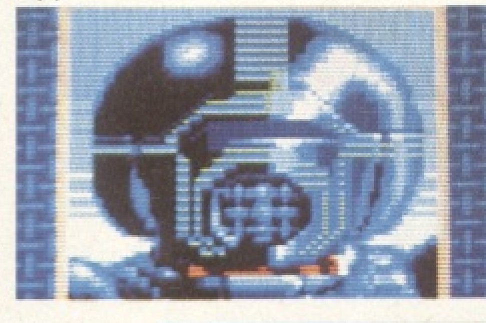


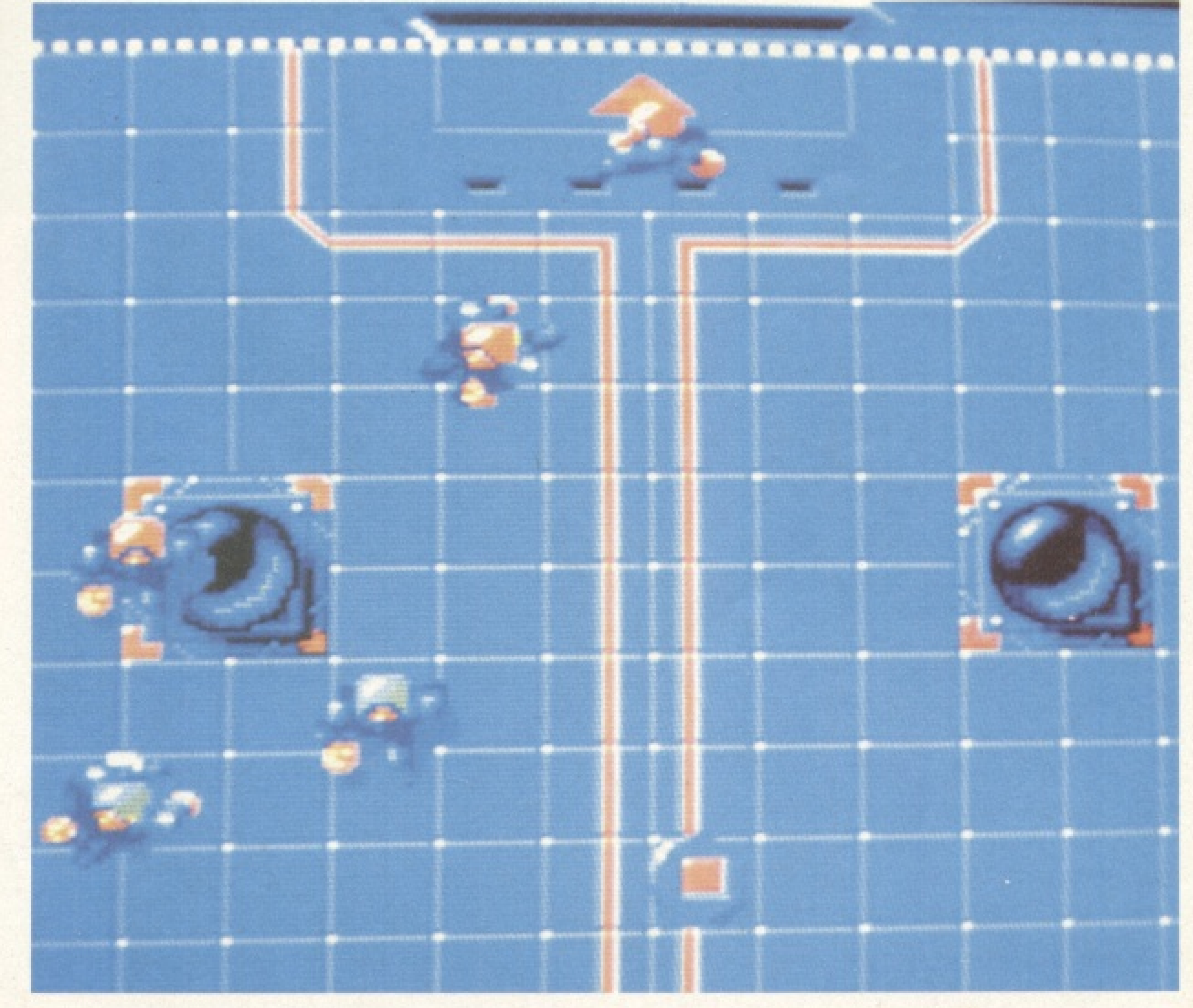
BEWILDERED GOALIES

In two-player games, psyche out the goalie by moving your player in possession around the goal area. The goalie's a lot slower than the attacker, and should he dive, the goal is clear. The computer goalie isn't so easily fooled.

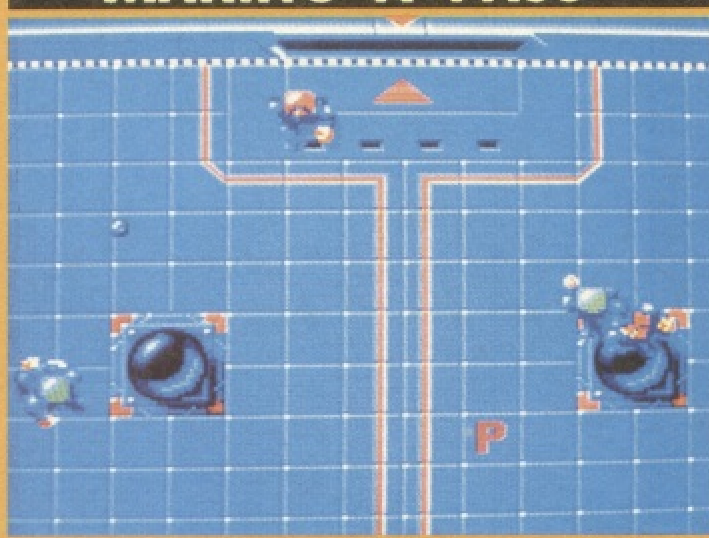
GOALIES ON A STICK

When you're defending against some of the lethal attack tactics discussed in this tips special, remember one thing: keep your head! Don't dive unnecessarily. Instead keep your goalie in the centre of the goal, while edging some of your defenders back to the goal mouth. Only then have you a chance against your cunning opponent.





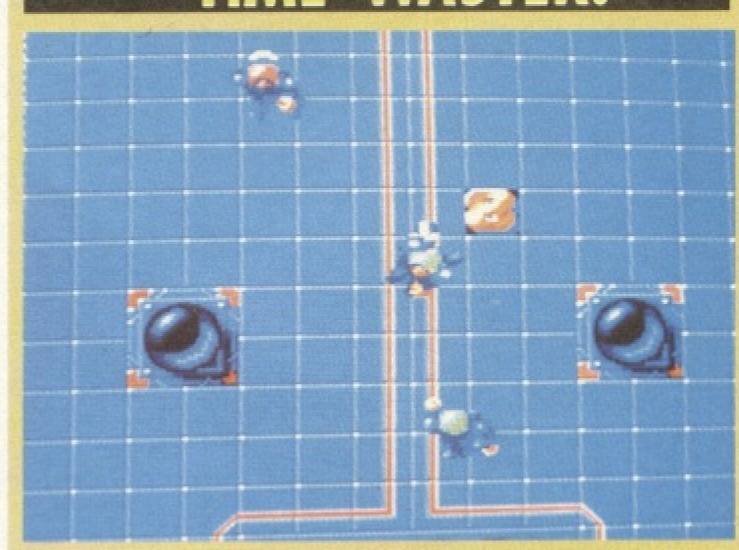
MAKING A PASS



With two players in the opposition's area, simply passing the ball between them is enough to thoroughly confuse the goal keeper and make him dive. Once he's done this, an open goal is yours!



TIME WASTER!



If you've got the lead in a game of Speedball and want to keep it that way, time wasting is your best course of action. Passing, shooting and charging about earns you points, but gives your opponent the chance to steal the ball. Instead, just run around in circles, or if you're really making a mockery of opposing players, scoop up all the money and power-ups and plan a goal-scoring strategy from there.





MEGADRIVE TIPS







Tengen's version of Klax is probably one of the best versions of the original coin-op available! Klax is one of the best puzzles games ever devised, and there's plenty of secrets you should know if you plan to reach the end of the game! Here's a few of them...

HAVE YOU SCORED?

Scoring points is the most important objective in Klax, as any Klax wizard will tell you. Just remember that the more ambitious your klax, the more points you score. It's worth remembering that a vertical three-klax is worth next to nothing. Just use these to get yourself out of trouble.











FOUR-KLAX ACTION

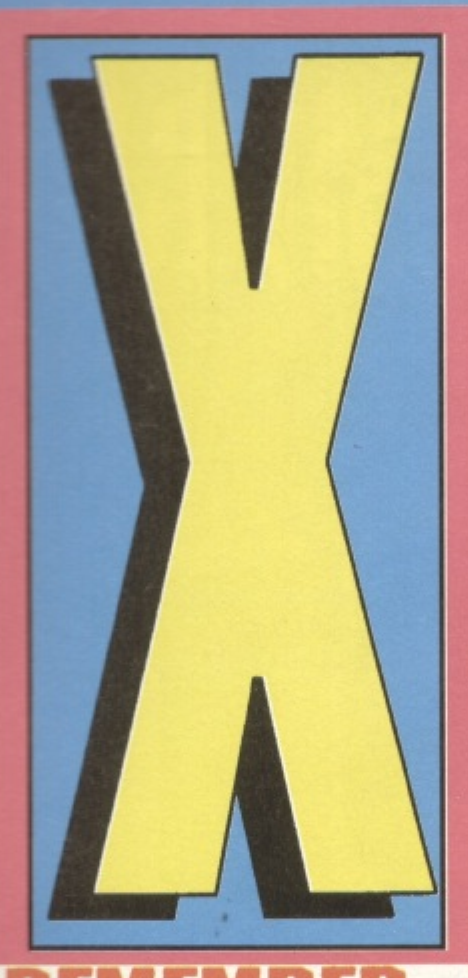
Diagonal and horizontal four-klaxes are pretty easy to imagine, but how do you pull off a vertical four-klax? After all, the console makes the tiles disappear once you've made a three-klax. There are three answers to this apparently impossible task.

METHOD ONE

Stack two tiles of the same colour on top of one another, keeping the other two on the paddle. Produce another klax elsewhere, and as the score is added on, you'll notice a pause. During this pause, put the remaining two tiles on top, and there you have it - a vertical four-klax worth 10,000!







SCORE TABLE

Check out this invaluable table for working out how valuable your klaxing efforts are.

	VERTICAL	HORIZONTAL	DIAGONAL
THREE KLAX	50	1,000	5,000
FOUR KLAX	10,000	5,000	10,000
FIVE KLAX	15,000	10,000	20,000

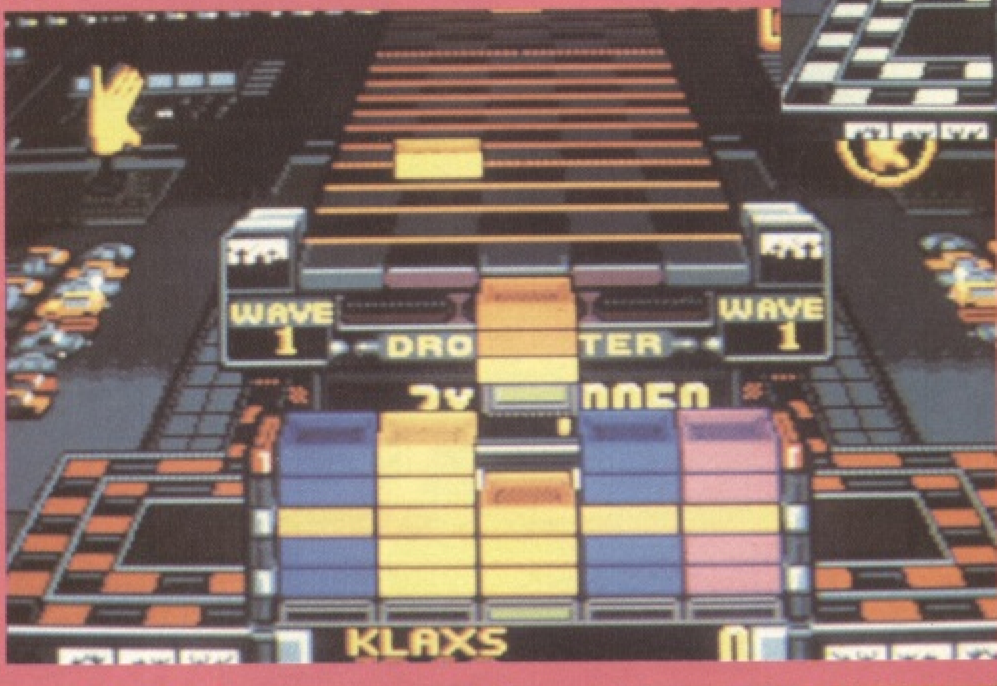


THE TENGEN WALL

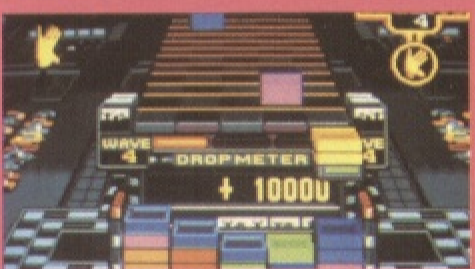
On levels one and two, there's a dead easy way to get over 265,000 points! Simply look at the photograph accompanying this box. Using this formation (called the Tengen Wall, because the programmers at Tengen discovered it while play-testing the coin-op!), you score for four vertical four-klaxes, one horizontal five-klax and a measly vertical three-klax! Impress your friends and confound your foes with this one!

REMEMBER THE DIFFICULTY RAMPING!

Remember that if you're really keen on beating Klax, you've got to be fast! This is because the longer you play the game, the faster the tiles descend down the ramp. Even when the game is paused, the difficulty ramping remains active! If you're a hopeless spaz with the dexterity of a donkey, go to the options screen and select DIFFICULTY RAMPING OFF. If you do this, it's a lot more likely that you'll actually reach wave 99 and thus finish the game.







MULTIPLY THAT SCORE

The key to making a mockery of Klax and being *that* 'ard resides in the little-known score multiplier. As you probably know, when a klax is created the tiles disappear, causing the tiles on top to topple on down. Now, if you're really cunning, you can arrange the tiles so that when they fall they create ANOTHER klax - you get double points for this. Do it a third time and triple points are yours... and so on. Remember, the multiplier only comes into effect when you set up a chain reaction caused by the dropping of one tile.



METHOD TWO

The second method gives you yet more points! Stack two tiles on top of one another and then start a horizontal klax on top. Put the other two tiles on top, and finish the horizontal klax. There you have it! Because of the effects of the score multiplier, you get double points for the vertical four-klax as well as the score for the horizontal one!



METHOD THREE

Drop the tile down to make a diagonal three-klax. Once they've been scored they disappear and cause the two tiles on top to fall onto the bottom two and there you have it! 10,000 points for a vertical 4-Klax please (plus the score multiplier which doubles it up to 20,000!) as well as the score for the diagonal (another five thousand points!).

ULTIMA IV

Angie Warren from Dartford sent in these tips ages ago. However, I only found the file they were in the other day! Still, it's all pretty useful stuff for anyone having problems with this decent RPG, so have a good butcher's at this, as they say.

CHARACTERS

Here's the complete list of characters that can be recruited to your cause in Ultima IV along their location and what virtue you must be proficient in order to persuade them to join your case.

Julia the Tinker - Minoc (sacrifice),
Mariah the Mage - Moonglow (honesty),
Shamino the Ranger - Skara Brae (spirituality),
Geoffrey the Fighter - Thelom (valour),
Janna the Druid - Yew (justice),
Iolo the Bard - Britain (compassion),
Dupre the Paladin - Trinsic (honour),
Katrina the Shepherd - Magincia (humility).

GENERAL HINTS

Use these general hints to boost your Ultima-related fortunes.

Mandrake is found in the marshlands of the Bloody Plains and the fens of the dead on the darkest of nights. The Black Stone is trapped in the moongate of Verity Isle. Search for it at midnight. The White Stone is somewhere on Serpent's Spine. Use the balloon to search for it.

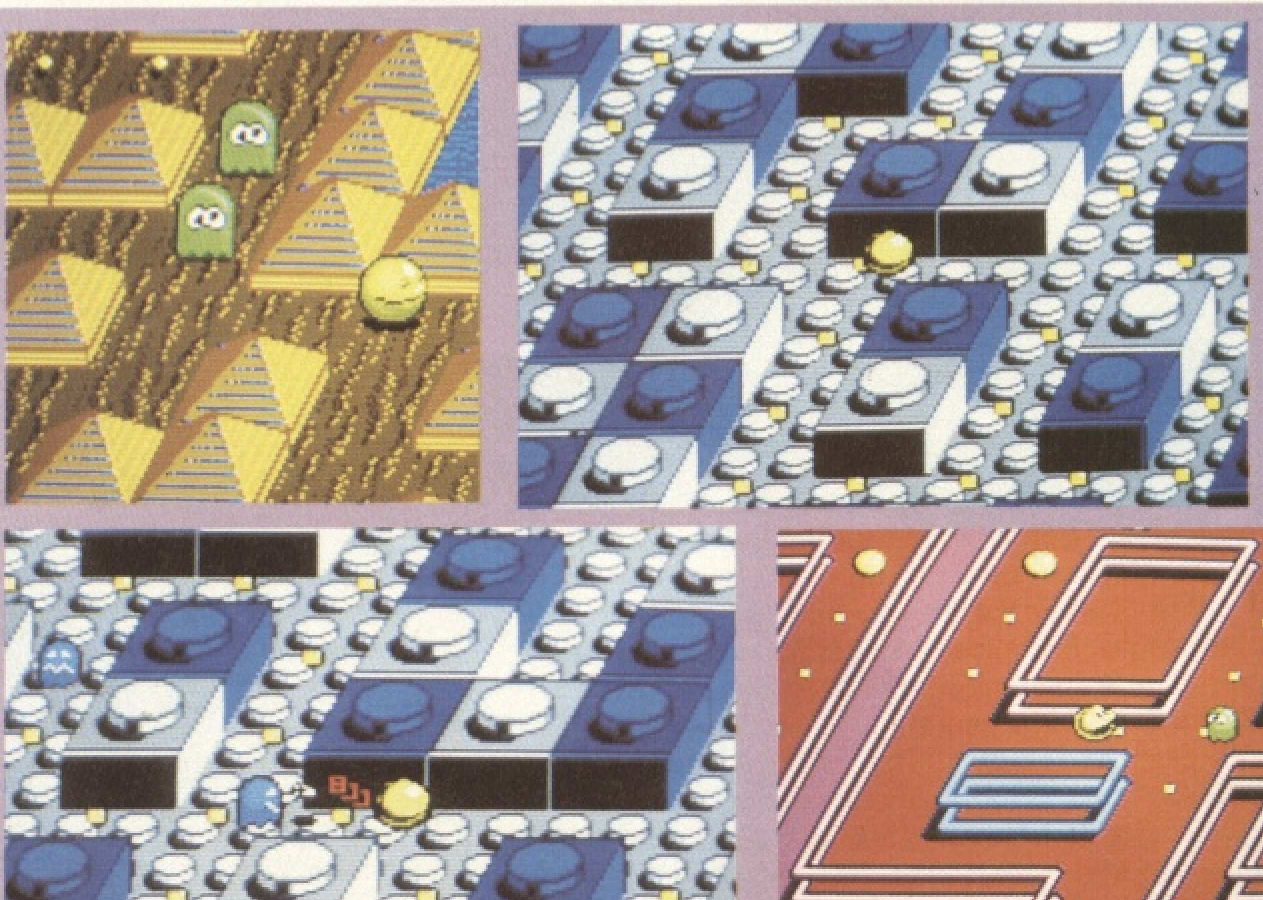
To find the balloon, discover the secret entrance in Castle Britany to the dungeon Hythloth and use an exit spell once inside. Look for a ship on Lock Lake, fight for it, and then search for the hidden village of Cove.

To find out how to enter the great Stygian Abyss, meditate three times each at the shrines of Honesty, Compassion and Valour.

The Buccaneer's Den - an island south of Lock Lake, is a great place to stock up on Black Pearl.

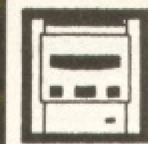
A couple more general pointers. Talk to everyone and note down important information. Give blood at the healer's shop in any towne, village or castle to raise your virtue of sacrifice.

PACMANIA



Stephen Pearce from Abbeywood in London was just one of around twenty readers to send in the tips necessary to get you to the Coin World of this Tecmagik arcade conversion. It's pretty simple. Just select Blocktown and carry on with your Pac-gobbling as usual, but DON'T eat up any of the power pills. Once all of the small pacs are gone, a large pill should appear. Eat this up and you enter the secret level known as Coin World!





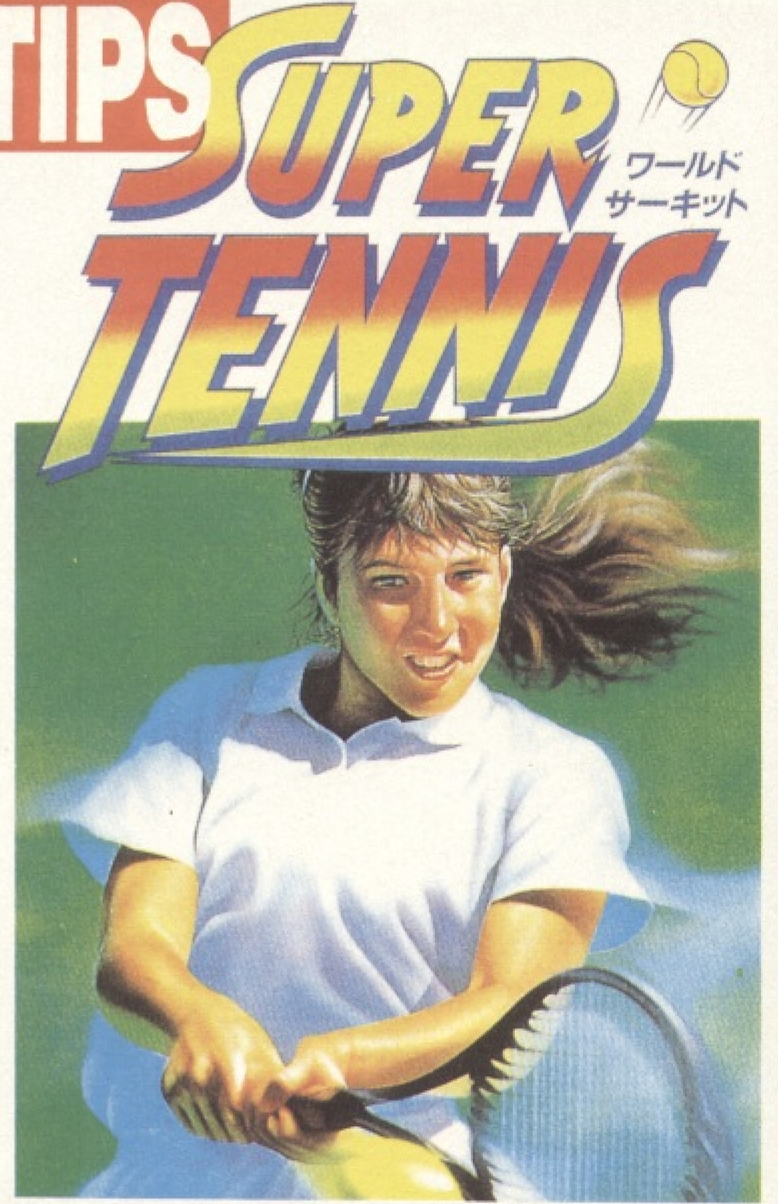
SUPER TENNIS

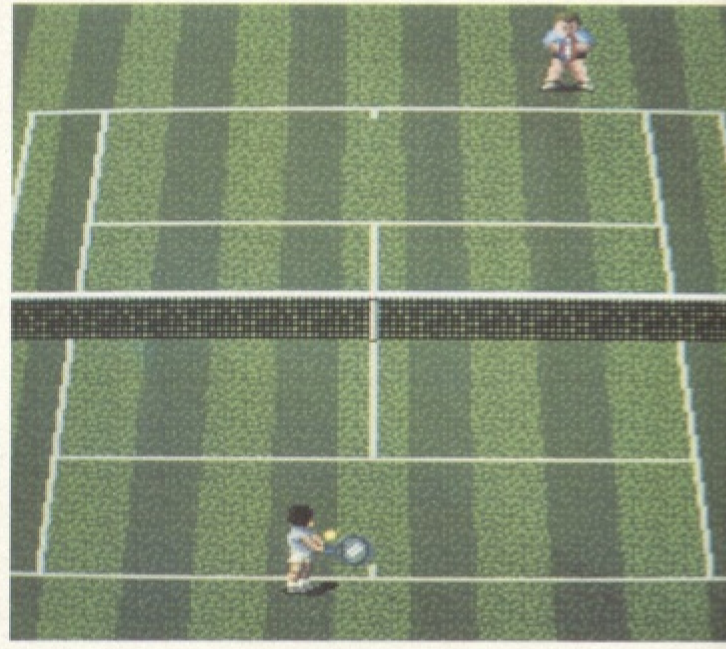
ワールドサーキット

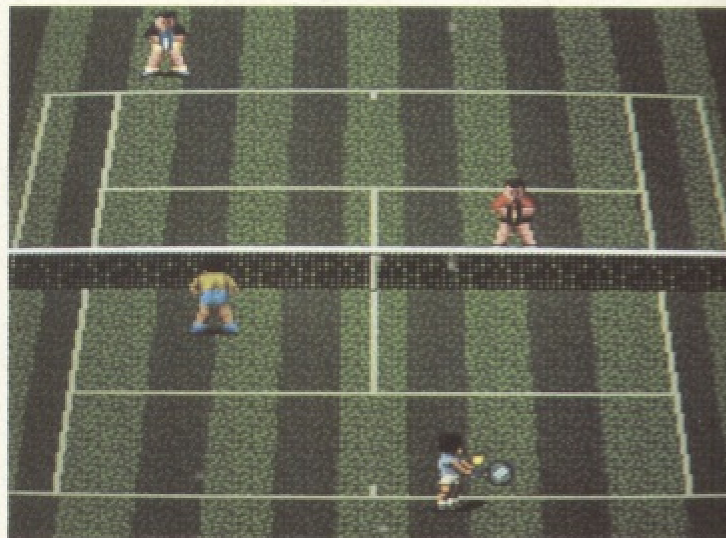
Just to prove that he was hard, Gerald Donovan (for it is he) actually faxed us this valuable info for Super Tennis. Try out this pretty neat code to get you to the last championship (with the largest possible amount of championship points!). Gerald also gave us a cheat to make the game a lot easier, but his bizarre handwriting made the resulting message indecipherable - perhaps he'd like to send it again...?

K8XD3HR FTLWJPC
ZGNYBQ1 4065C6P
DJSTK8X D3HRFTL
WJPUKMW IGG



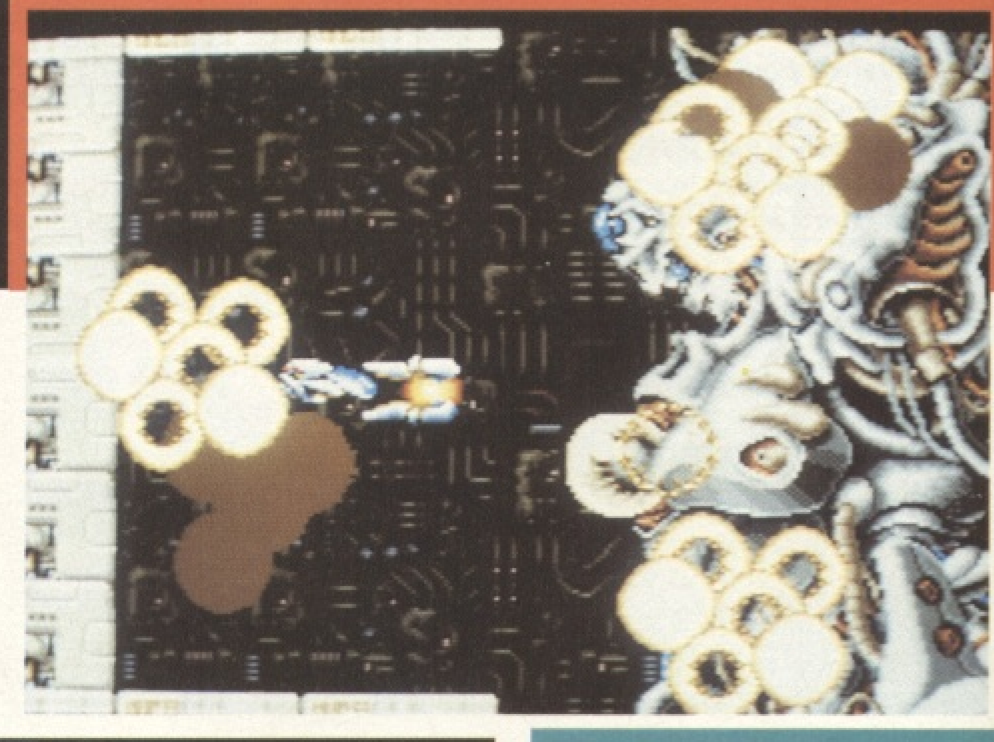






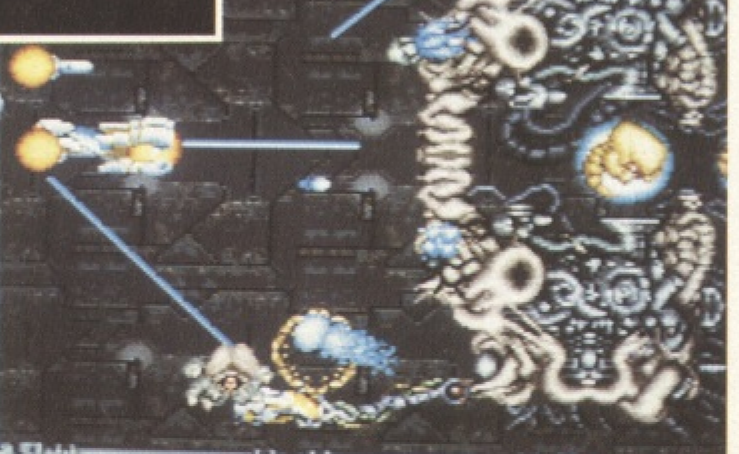






Gary Young of Erith in Kent is a cunning little fellow. He's sent in a level select cheat for Irem's stunning Super Famicom shoot 'em up.

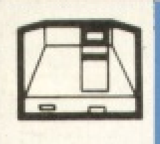
First of all, on the title screen, press **SELECT** for the options. Press the **RIGHT** button (that's the button on top of the pad) nine times, then press **UP** nine times. You should hear a sound. Now exit and play the game and pause it. Now press the **RIGHT** button, **SELECT** and button **A** simultaneously a few times until a little 01 appears instead of the skill level. Now you should be able change the level you're playing on - yeah!



AUGUSTA OPEN GOLF

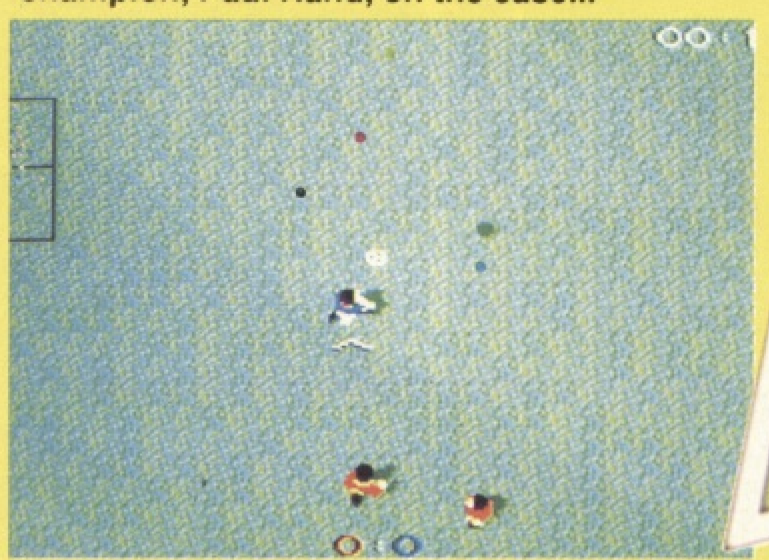
Gary Young from Erith in Kent sent in some level codes for this graphically stunning, but pretty slow moving golf game. Try these out:

L3FHPOZNGW
NXDSF3JNXF
O5TCT1SQ4B
GREB2UVSME



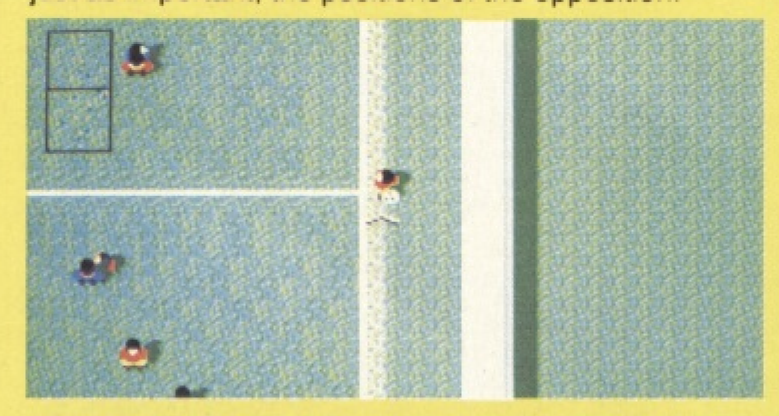
SUPER KICK OFF

Super Kick Off is THE best soccer sim for the Sega Master System, rated at 96% in the November issue of MEAN MACHINES. However, coming up with cast-iron goal-scoring tactics can be a bit of a pain, so we set Computer and Video Games' Kick Off champion, Paul Rand, on the case...



GOALS OF THE STARS

Each of the following work using a 4-2-4 tactical set-up, although they should be just as lethal using the 4-3-3 formation. The important thing to remember is that the radar plays a significant part in all of these moves; use it at all times to track your players and, just as important, the positions of the opposition.



THE IAN RUSH

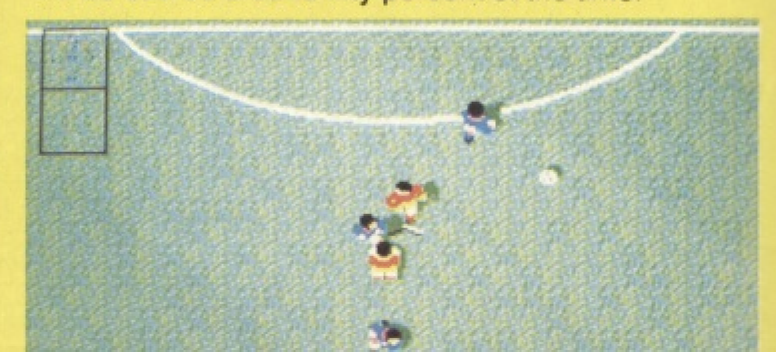
Probably the easiest, and most annoying to the opposition, this goal is scored from either end of the pitch.

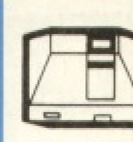
From the kick-off, pass the ball back to your central defender. Now, watch the radar and you will see that the opposing team move towards the ball, leaving your striker all alone and able to move toward the other team's goal. When there is sufficient space between your striker and the opposition's defence, lob the ball long and high, over the top of the midfield, to land right at the feet of your number nine. Position him so that he is more or less in the centre of goal, at the eighteen yard line. Then nudge the ball slowly forward - don't run with it at your feet - and let it roll but not too far away from you. Keep doing this until the opposition keeper is in view. He should come for the ball at this point; at the exact same time, run at the ball and kick it straight, applying slight left or right aftertouch depending on the keeper's position (if he's to the left of the ball, use right aftertouch and vice versa). The ball will fly right past the keeper, who will dive, miss allowing the ball to crash into the back of the net!

THE DEAN SAUNDERS

This method works when the striker is too central to the goal for the keeper to wander too far out of position. Again, this works at either end of the pitch and from any wing, but this explanation is for kicking up the pitching and from the left wing.

Use exactly the same set-up play as described previously, but instead of the striker shooting at goal, pass the ball to the man directly to the left of him. Carry the ball slightly forward and shoot diagonally up-right. If the keeper is very close to you, or if you are very near to the post, apply hard left aftertouch. A goal will be scored around fifty percent of the time.



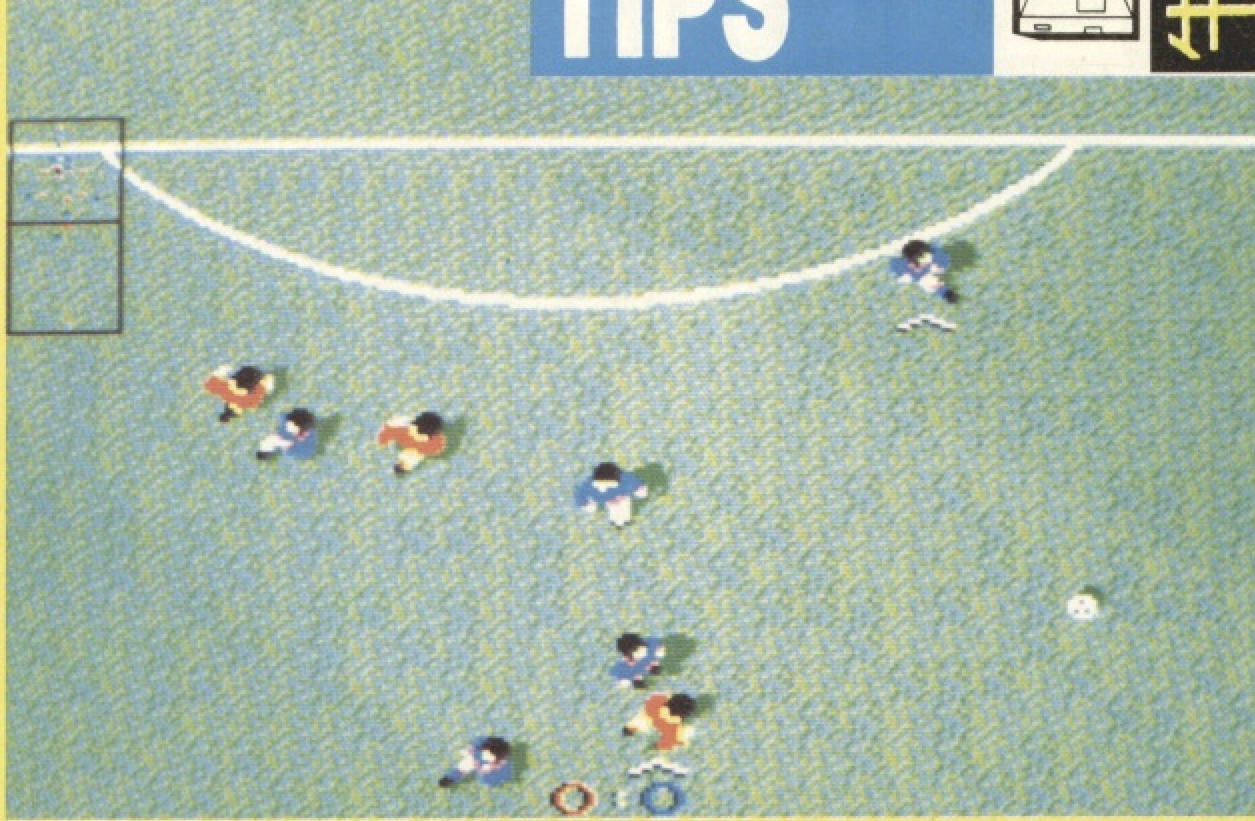




THE GARY LINEKER

This method works whether the set-up is made from either the left or right wing and at either end of the pitch. The description here explains the move travelling up the pitch, starting from the left wing.

Allow the keeper to pass the ball to a defender instead of hoofing it into the midfield. Immediately take the ball over to as far left as possible - you will notice from looking at the radar that the majority of the opposition is heading in the general direction of the ball. Carry the ball up to the midfield, staying on the left wing, and keep a careful watch on the radar. As soon as you see a spare man on the right wing, kick - don't pass - the ball to him. By the time the ball reaches him it should have slowed significantly, allowing him to reach it with ease. Do not trap the ball, just try to ensure that the action of catching the ball and running with it is achieved in one flowing movement. Run directly up the screen, watching the radar for a striker breaking loose into the six-yard area of the opposition goal. As soon as you are roughly in line with the striker, trap the ball and pass it to him. While this pass is taking place, the keeper will already have started to come off his line, so the final move must be executed quickly. Immediately after your striker has received the ball, kick it at the goal, applying aftertouch in the direction of the post which you are closest to. The keeper will be totally out of position, leaving the ball to fly over the line for an simple goal!



CLASSY CORNERS

Corners are notoriously difficult to score from - unless you use these foolproof tactics! The first method shown is for corners taken at the top of the screen.

The nine boxes shown when a corner is given represent kicking directions. The trick is to successfully gauge the strength of the kick for it to reach the player in the best scoring position. Selecting the bottom-left box, keep the button pressed for around a second, in order to apply the right amount of strength. The player will take the corner, lofting the ball over the pack and placing it right at the feet of a lone forward. Immediately shoot diagonally up-left to send the ball flying toward the net - with a fifty-fifty chance of the keeper missing the catch.

A different method needs to be used when corners are taken from the bottom end of the pitch. Choose the bottom-left box if you're taking the shot from the left side, bottom-right for the right side. Keep the button pressed for just over half a second, to get the correct height and power. Now, the split-second before the player takes the corner, apply downward aftertouch. What should happen is the ball should arc tightly toward the near post, where one of your forwards is free to head diagonally - if timed correctly the player will meet the ball before the keeper, sending it soaring into the goal!

THE MANAGER'S GENERAL TIPS

Always use the radar! Take a split-second glance regularly to check on what is happening on the pitch - if you don't know where your players are, you're up a certain creek without a certain instrument.

Anticipate moves. If you're kicking to a player quite a way away from you, make sure you're prepared to take the ball and run.

Keep the ball moving. If you don't, the opposition will take it from under your nose - and if you're playing against the computer, that can spell disaster.

Get rid of the joypad. Super Kick Off is a much more controllable and enjoyable game when played with a good joystick.

Practice! The goal-scoring methods given here have been worked out over months and months of intense playing. It shouldn't take that long for you to learn them, but if you want to win consistently, be prepared to sit and work at mastering each one.

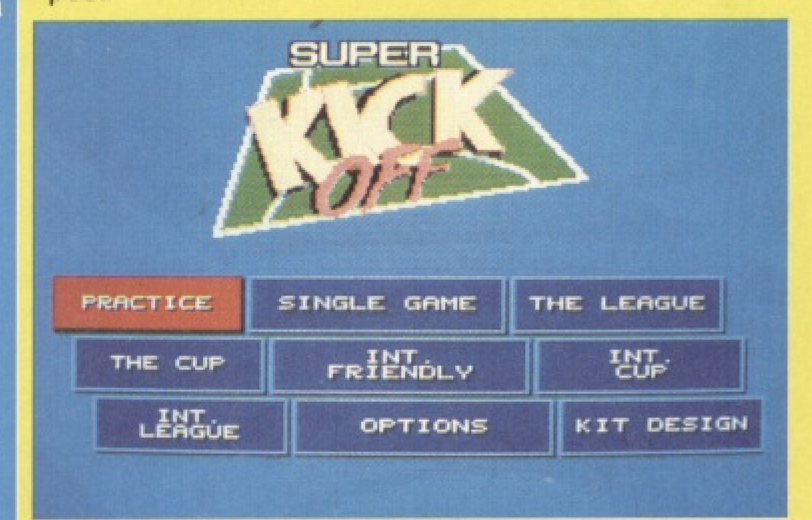
Experiment. The goals described here are only a small selection of those which can be scored. Part of the fun of Kick Off comes from developing a style of your own - just use these to ensure you win!

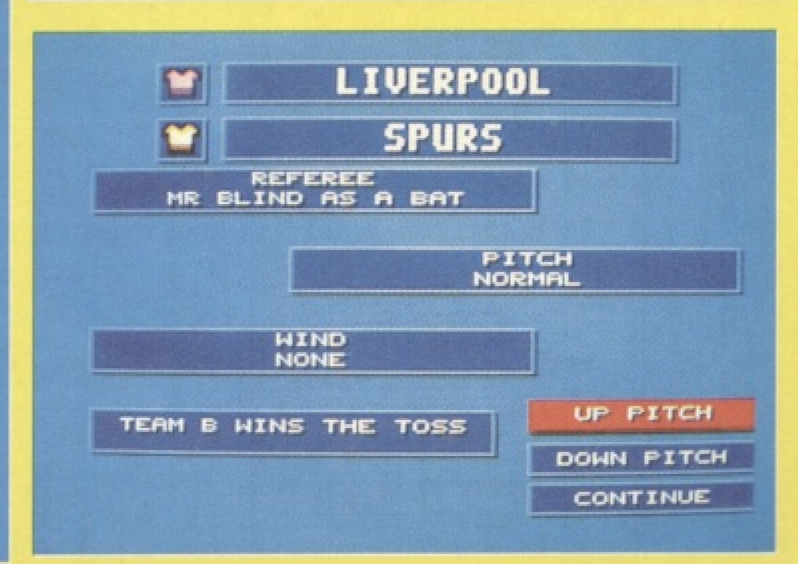
Get a friend! Kick Off is great against the computer, but there isn't a game in the world which can come close to Kick Off in two-player mode. And that's OFFICIAL!

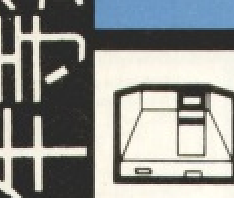
THE NIALL QUINN

This method works best when kicking up the field, but can sometimes be effective at the opposite end of the pitch.

Carry the ball up either wing, until you are in line with the six yard box. Stop, turn and chip the ball into the six yard area. As the ball is in the air, position a player directly underneath it. Depending on where the ball lands, you can perform one of two actions. If the ball bounces in line with the near post, kick it diagonally towards the goal as it makes contact with the ground and apply aftertouch. If the ball is still in the air as it comes into line with the centre of the goal, let it drop slightly then head it diagonally toward the far post.







SHADOW D

Joey is back and this time he's brought his dog. Well, he should have done, but it appears to have gone for walkies in this version, despite showing its face on the title screen.

Still, you don't need a canine chum, because you're a rock-hard ninja warrior out to crush the power hungry Zeed empire and their armies of terrifying minions. This means you must first stow away on a heavily-guarded aeroplane bound for the Zeed home country and then fight your way across Zeed-infested landscapes until you reach the final encounter with Emperor Zeed himself!

Shadow Dancer is a horizontally-scrolling platform beat 'em up in the traditional Shinobi mould. The player leaps about killing his enemies and avoiding the many traps and hazards they have placed in his way. At the end of every level, a giant boss appears, ready to beat the cack out of Mr Mushashi - but you've got special ninja magic with which to repel their aggressive tendencies!

NOT A LOT

Ninjas don't spend their entire lives being taught how to chop people up - they are also instructed in the ways of three deadly ninja magics. There's fire, which bathes the warriors enemies in flames, air, which launches fatal whirlwinds nasty-wards and finally spirit, which summons a religious figure, thus Buddha-ing Joe's opponents into submission.

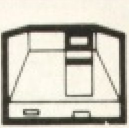
COMMENT

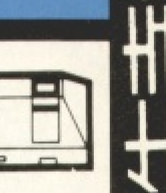


JULIAN

I didn't like the Megadrive version much, because apart from the dog, it had nothing new on offer and the game simply wasn't anywhere near as good as Revenge of Shinobi. On the Master System, Shadow Dancer fares better, but even so I'm still left with a nagging doubt. Getting to each end-of-level boss is easy, but until you work out the method and magic required to do them away, you get stuck. Once you finally succeed, you go straight through to the next boss where you get stuck again, making progress rather sporadic and frustrating. A shame, really, because otherwise this is a fine game with good graphics and plenty of variety. Ardent Shinobi fans might enjoy it, but at the end of the day my overall feeling is that with a few more gameplay tweaks, this could have been so much better.

▲ *Hiii-yaaaa! Just a few shurikens and this gun-toting marauder should finally bite the dust!*

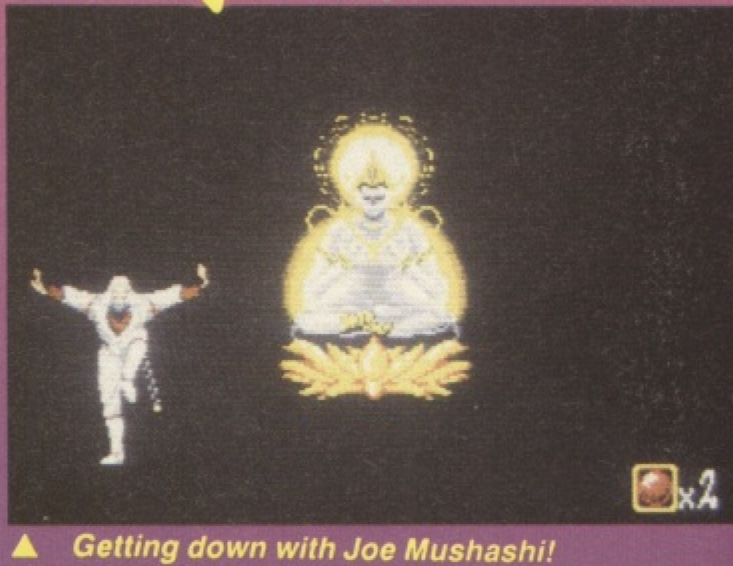




DANCER

TIN-NINJA ALLEY

After each level, the player is given a bonus level, granting the opportunity to earn extra lives! The level is seen through Joe's eyes as he stands at the bottom of a tower, with ninjas climbing down to kill him. If he picks off all the ninjas before any one of them reaches the ground, an extra life is his for the taking.



▲ Getting down with Joe Mushashi!



▲ Joe's besieged by enem. fire.

COMMENT



RAD

The absence of any canine characters in this conversion of Shadow Dancer doesn't really effect the game much, but what does stop it from being loads of fun is the difficulty level. The levels themselves are quite easy, but the guardians are ultra-rock-hard, which leads to more than a little frustration. This is a pity, because otherwise, Shadow Dancer is a fun game to play, the graphics are quite good, with some especially nice animation, and the levels are varied enough to stop the whole thing from getting boring. Anyone considering buying Shadow Dancer would do well to try it out first.



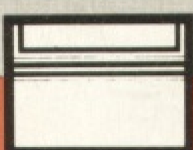
▲ Leaping between platforms is achieved by pulling off one of these spectacular leaps. Cor!

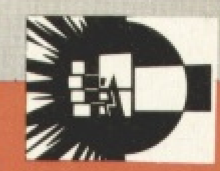


SHADOW DANCER

BY: SEGA
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SPEEDY







PRESENTATION 54%
No options, but the title screens aren't too shambolic.

GRAPHICS 81%
The sprites are nicely animated and the backdrops are fine.

SOUND 58%
The awful "barking" on the title screen sets the tone for a multitude of lacklustre effects and tunes.

PLAYABILITY 72%
Easy enough to get started with and nicely responsive, but the varying difficulty level is off-putting.

LASTABILITY 67%
The bosses should give you trouble for a while, if you don't hurl your joypad through the screen first!

OVERALL 71%
A potentially great Shinobi game let down by a poorly graded difficulty level.

MARIO LEMIEUX

Mario is back and this time he's not taking any mushrooms. That's because the Mario in question is in fact the NHL ice hockey star Mario Lemieux. As you may have guessed, this means the game is a simulation of the fair sport of ice hockey, complete with sportsmanlike features such as fouls and even fistfights! The action is viewed side-on, and there are close-up screens of certain aspects of the action - such as fisticuffs!

However, despite these violent touches, ice hockey actually has rules. The game is played with two teams of six players. Each of these is armed with a curved wooden stick with which to strike the puck. Should the puck be touched by anything other than the player's stick, a foul is awarded to the other team. The only exception to this rule is the goalkeeper, who can stop the puck with whatever he likes, although should he hold on to it for too long a face off is awarded on the offenders' penalty spot.

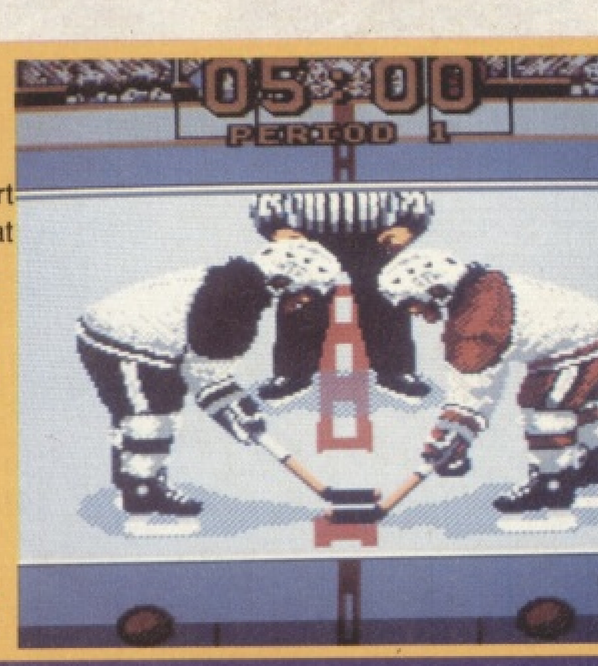
▲ It's a goal!

◀ Plenty of options abound in this game.



PUCKING OFF

Face offs are used on a number of occasions. To start with, they are used to decide who gains possession at the beginning of the game. Once again, the action is shown close-up in a one-on-one scene. The puck is dropped between the players by the referee and the first one to flick it back to his team gains possession. Face offs are also used to decide fouls, such as a holding offence by the keeper. Each team has two penalty spots, located at short diagonals from each goal mouth. The face off is held near the goal of the offending team, so should the attacking team who have been fouled against gain control, they are in an ideal position to score!



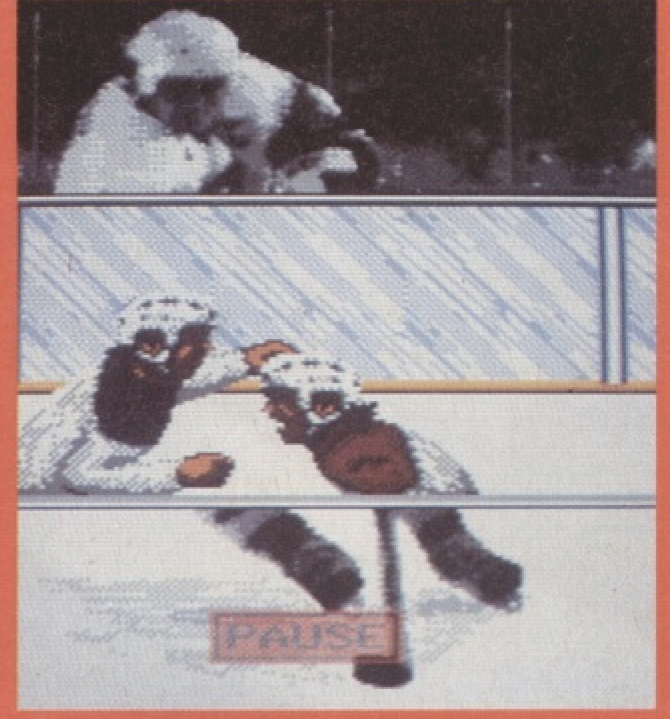






SCRAP ON

One of the more popular elements of ice hockey is when a couple of the players have a bit of a rumble. Having seen the potential in this, the programmers of Mario Hockey have added an arcade beat 'em up sequence in which you take on your opponent. A number of offensive moves are available, such as jabs, hooks and uppercuts as well as a selection of defensive moves, like retreating, dodging and ducking. Some teams are better in a fight than others, so make sure you know what you're up against before starting something!



COMMENT

RAD

The obvious question is how well does Mario stand up to EA Hockey? Well, not all that badly, as a matter of fact. The close-ups are an improvement over the EA formula, and mastering the fight and penalty sequences especially takes some doing. The main game is quite speedy, although the automatic player selection is a bit dodgy. The graphics are okay, but the sound is awful, with a few bars of a dying tune squeaking up at moments of tension and hardly any sounds effects to speak of. Mario Lemieux is a fine game, more challenging and harder to master than EA Hockey, but without quite the smoothness of gameplay of the Electronic Arts game, or the atmosphere that gave EA Hockey its sense of realism. Worth a look, but EA Hockey still reigns supreme.



Plenty of near-the-goal mouth action here. Can you score that winning goal? Or will you completely spaz it up?

ICE HOCKEY



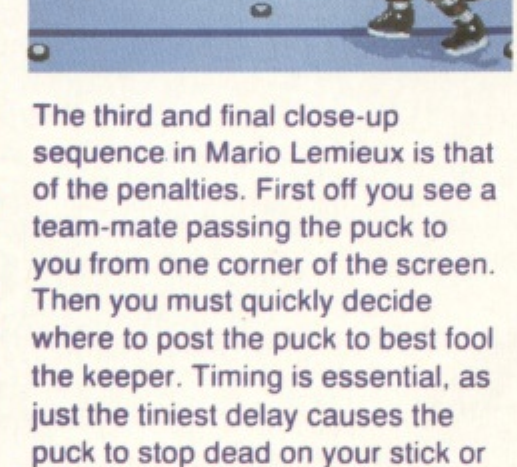
Three players close in on the puck, while the rest of the players wander about aimlessly. Strange...



The players skate about aimlessly, painfully oblivious to the fact that no one has the puck!

PENAL HILARITY





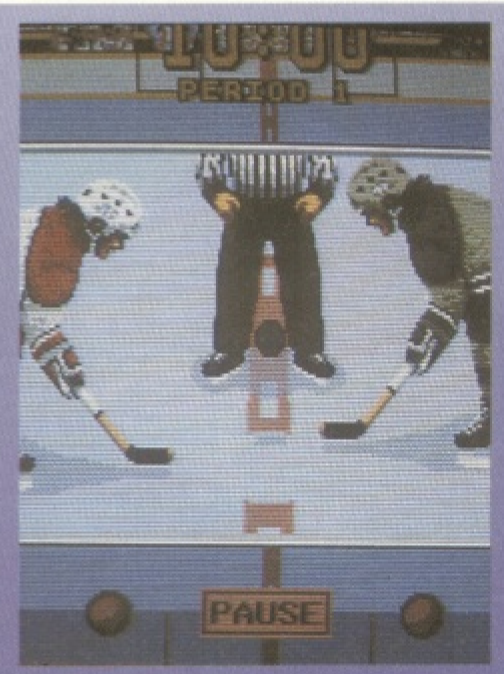
The third and final close-up sequence in Mario Lemieux is that of the penalties. First off you see a team-mate passing the puck to you from one corner of the screen. Then you must quickly decide where to post the puck to best fool the keeper. Timing is essential, as just the tiniest delay causes the puck to stop dead on your stick or even whizz harmlessly underneath it!



▲ *The sports commentator appears on-screen occasionally to liven up the proceedings a bit.*



◀ *A bonus beat 'em up section! Here each button produces a different type of punch.*



▲ *These gorgeous visuals appear throughout the game. Groovy, eh?*

COMMENT

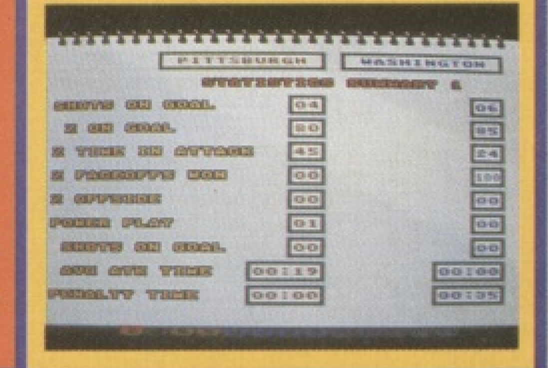


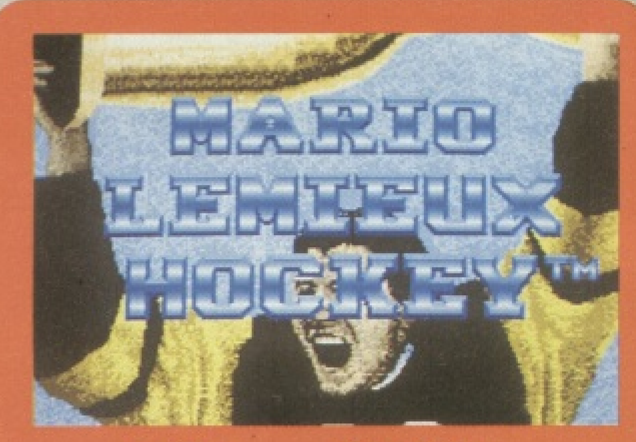
JULIAN

After much play, I've come to the conclusion that EA Hockey still rules supreme, but Mario Lemieux Ice Hockey certainly gives it a good run for its money. Mario is tricky to master, packed full of excellent features, but is unfortunately marred by the annoying player selection - when you pass, the computer sometimes chooses a player away from the puck which results in you being intercepted and your attack completely breaking down. Very irritating, especially if the computer team scores! Apart from that, Mario Lemieux Ice Hockey is a very comprehensive simulation of the sport which features impressive stats screens and some neat touches. It should definitely appeal to fans of the sport - but check out EA Hockey before you buy.

SLAVE STATS

There are more stats contained in Mario Hockey than you could shake a whole forest of sticks at and you don't even have to wait for the end of a period to see them! Pausing the game brings up the first page of stats, and pressing left or right cycles through them. If you fancy seeing how your goalkeeper's performing, how good your pass coverage or blocking is or even who scored each goal, just pause that game and away you go.





BY: SEGA
PRICE: £TBA
RELEASE DATE: JANUARY
GAME DIFFICULTY: MEDIUM/HARD
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: A BIT SLOW







PRESENTATION 94%

Jam-packed with options, stats and other great presentation-related screens.

GRAPHICS 79%

Small sprites and poor animation in the main game, but zoom-in screens are tops for detail and movement.

SOUND 12%

Absolutely awful. A mockery indeed, if ever there was one and no mistake.

PLAYABILITY 79%

A little tricky to get to grips with, but good fun nonetheless.

LASTABILITY 79%

More difficult than EA Hockey, but that's due more to the controls than difficulty of opposition.

OVERALL 76%

A decent console version of an exciting sport that lacks atmosphere but has enough playability to make it worth a look.



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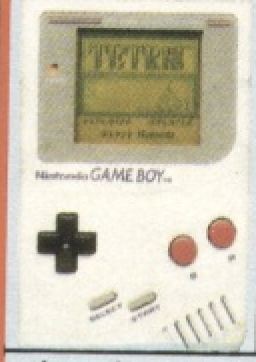
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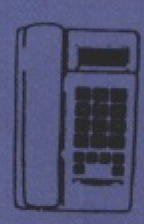
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Dirk the Daring has a problem. There he was, enjoying the amorous clutches of the gorgeous, curvaceous Princess Daphne, when all of a sudden, the Lizard King arrives and whisks her away to his castle hideaway. Literally caught with his trousers down, Dirk can put up no resistance.

However, after pulling up his special adventuring trousers, Dirk follows the Lizard King's footprints across many miles until he chances upon the evil one's hideaway. All he has to do now is traverse the chambers of the Lizard King's castle, battle its evil denizens and collect all of the gold the reptilian one has left dotted around.

But in this castle of distilled, refined terror, there's yet more in the way of horrific surprises lined up. Using his cunning to the utmost, the Lizard King has hidden Daphne in the chambers of the eponymous dragon's lair - and Dirk must slay the enormous beast to save his lady!

COMMENT



JULIAN

Dragon's Lair is the gaming equivalent of a beautifully garnished cack sandwich. It looks absolutely delicious on the outside, but once you taste what's inside you feel rather ill. It looks and sounds impressive, with large, superbly animated graphics and some neat tunes. Once you play it, though, it's true vileness is swiftly revealed. It seems like a platform game at first, but it's not - it's a slow-paced multiple choice trial-and-error game where you have to solve each situation by using critically-timed presses of either the directional pad or the fire buttons. Dirk doesn't move fast enough to escape death if he makes one false move (he moves one slow pace at a time) so you have to remember every single correct step through the entire game and execute each one perfectly to succeed. Because you basically have to do exactly the same thing every time you play, it doesn't take long for this strict routine to become utterly, utterly tedious - especially since progress is made unbelievably frustrating due to the often illogical and stupid combination of moves required to succeed. After a couple of hours I was seething with annoyance and felt like smashing the cartridge to bits! I can see that the programmers have tried to capture the flavour of the 8 year old coin-op, but at the end of the day it's all been a completely futile and pointless exercise. Dragon's Lair was never recognised as being a playable game; it was merely a fairly fun semi-interactive cartoon experience whose novelty swiftly wore off. Why didn't the manufacturers make it into a platform game like the Gameboy version? At least that was fun and playable. This thing is simply the most dire console game yet seen in the MEAN MACHINES offices and should be avoided at all costs.

YOUR FIRST PROBLEM



Funnily enough, actually getting off the first screen in Dragon's Lair is a real test. Dirk is faced with a never-ending supply of bats to blast, as well as a bridge with many holes in it to successfully negotiate. But that's not all because the moat contains a nasty serpent-like creature just waiting to dust Dirk's monkey ass. Rather bizarrely, killing the moat creature actually opens the door and gives Dirk entry to the castle...









COIN-OP THRILLS

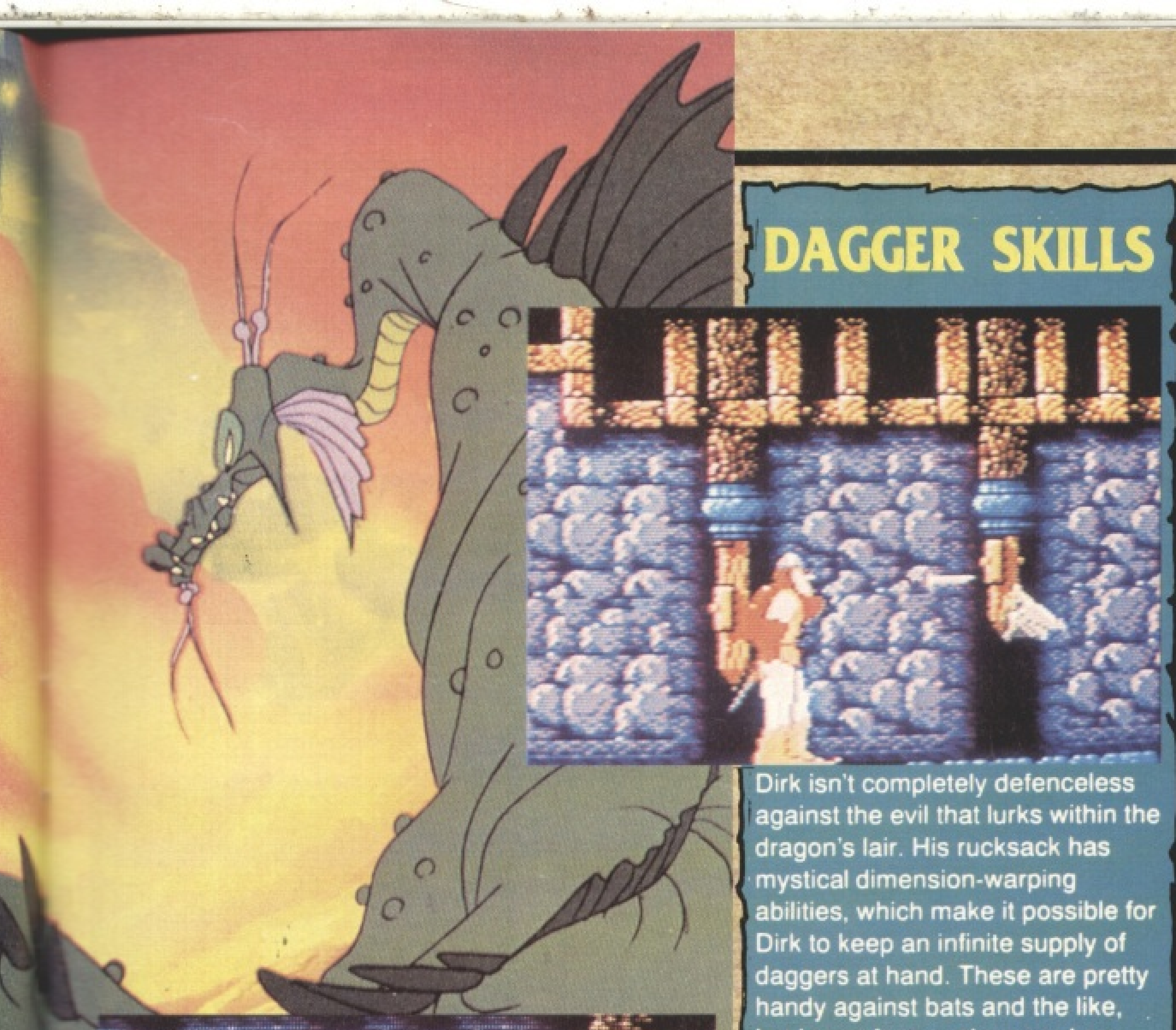
Dragon's Lair was originally a laser disk coin-op that appeared throughout arcades during 1984. It featured stunning animation sequences from the talented hands of ex-Disney artist, Don Bluth, and as you would expect, was something of a visual feast. However, the gameplay was extremely shallow, boiling down to being an exercise in pushing the joystick in the right direction at the right time.



DRAG LA

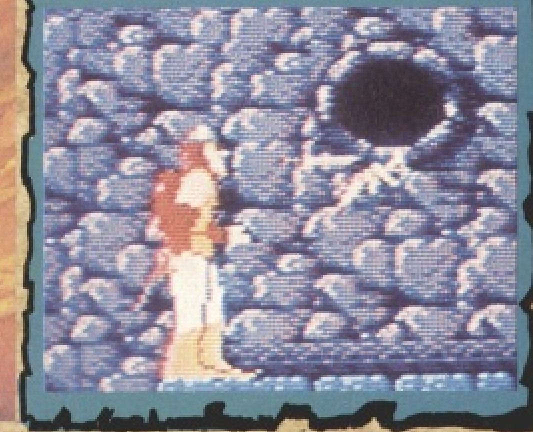






DAGGER SKILLS

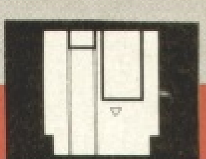
Dirk isn't completely defenceless against the evil that lurks within the dragon's lair. His rucksack has mystical dimension-warping abilities, which make it possible for Dirk to keep an infinite supply of daggers at hand. These are pretty handy against bats and the like, but larger foes such as snakes require more than one hit to successfully dispatch.



DRAGON'S LAIR

BY: MOTIVETIME
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: VERY HARD
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: VERY POOR







PRESENTATION 45%
Very dull indeed in the presentation stakes and there's not much in the way of options either.

GRAPHICS 85%
Excellent sprites and pretty decent backdrops. The animation on Dirk is superb!

SOUND 64%

PLAYABILITY 21%
Urrrghhh! Instantly unplayable due to unresponsive controls and dodgy collision detection,

LASTABILITY 18%
Very difficult due to the unforgiving gameplay. The resulting frustration puts you off the game incredibly quickly.

OVERALL 21%
Looks great. Sounds neat. Plays like a nightmare. A game of pure frustration that should be avoided.

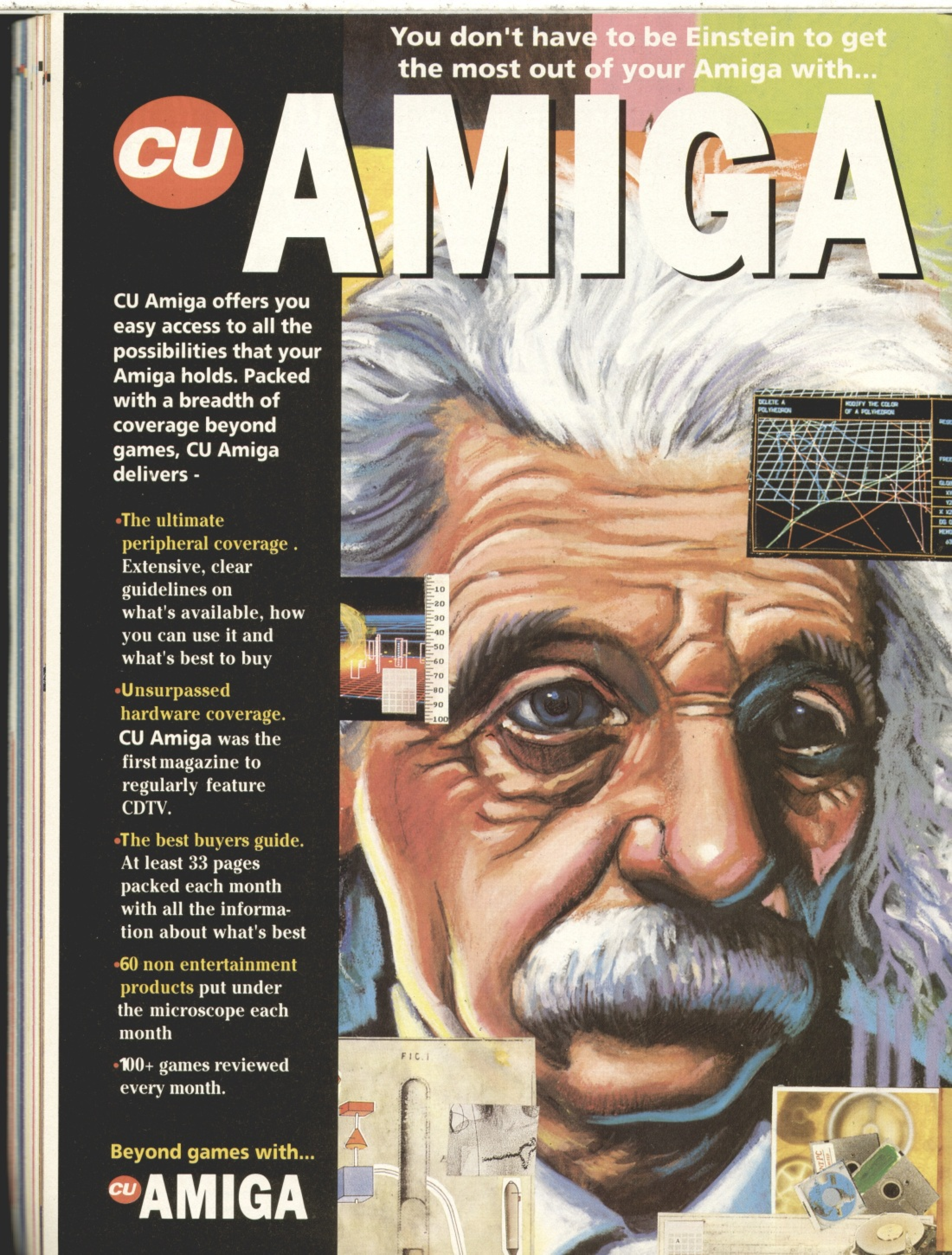
COMMENT

RICH

Let me start by saying that I hate this game intensely. Not since the god-awful Shadowgate have I wanted to perform various violent acts to an inanimate object like a Nintendo cartridge. Dragon's Lair is a shambles. It's not the graphics. These are fine, with excellent sprites and some outstanding animation. The sound isn't great, but I've heard far worse issuing forth from the Nintendo. No, what really makes me despise this game is the fact that it's so frustrating to play I was screaming within minutes. The first screen is a case in point. Dirk falls through one-inch holes in the floor (his feet are actually bigger than the holes!) and opens a castle door by shooting a creature in the castle moat (????). Once indoors, things get no better. Progress is almost always rewarded by instant death - getting further into the game is just a case of remembering EXACTLY what to do and when. One false move and Dirk's dead meat. Almost everything that makes me immediately dislike a game is here by the bucketload. In fact, I hated every minute I spent "playing" it.

THE LIZARD KING COMETH

The Lizard King is a bit of a dab hand at the old magic, and comes up with many tricks to fool the bumbling Dirk. His dirtiest trick is to make clones of himself and place them around his domain. Around ten direct hits with Dirk's sharp, dagger-like objects are required to kill these energy-draining duplicates.


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Poor old Mr Reagan. He's finished being president of the USA, but still those terrorists won't leave him alone. They've gone and kidnapped the senile old duffer and are threatening to kill him if all America's nuclear missile codes aren't handed over to them. Obviously, the government aren't going to waste any of their proper soldiers on the inevitable rescue bid, and so they hire you, a top mercenary, to do the deed.

This means you wander up the screen in the style of the old game Commando and shoot everything. This includes enemy soldiers, enemy tanks, enemy jeeps and even enemy trees! A fair smattering of collectables are yours for the taking, should you find them, and these should doubtless aid you in your battle against a huge piece of war machinery at the end of each level, such as fighter 'planes, battleships, helicopter gunships and a giant bomber.

Can you save the ex-president and dispose of the terrorist threat? Remember, the entire free world is depending on you.



Watch out for this helicopter's cannon of doom!

COMMENT

JULIAN

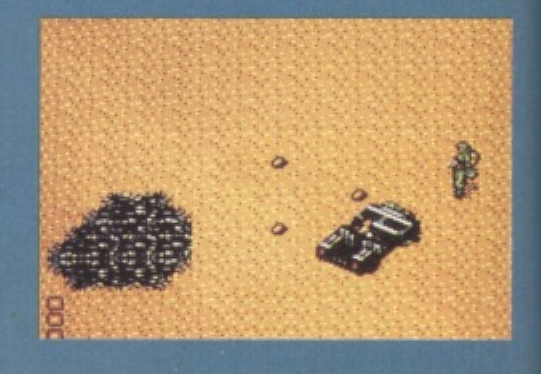
This conversion of Mercs is well decent, with some of the smoothest scrolling I've seen on the Master System. The action is tough and addictive, with plenty of things to blow up and enough enemies to make life difficult and death rather easier! The graphics and sound aren't outstanding, but it's the gameplay where this is strongest, and there's certainly plenty here to keep a Master System blastaholic happy for quite some time.

MEGACRASH!

Should those African revolutionaries gang up on you in frightening numbers, one press of the B button unleashes a Megacrash smart bomb, annihilating everything in the area! These bombs also cause grievous bodily harm to any armoured vehicles or end-of-level bosses hanging around up to no good.

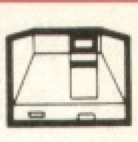
IT'S NOT QUITE A PORSCHE

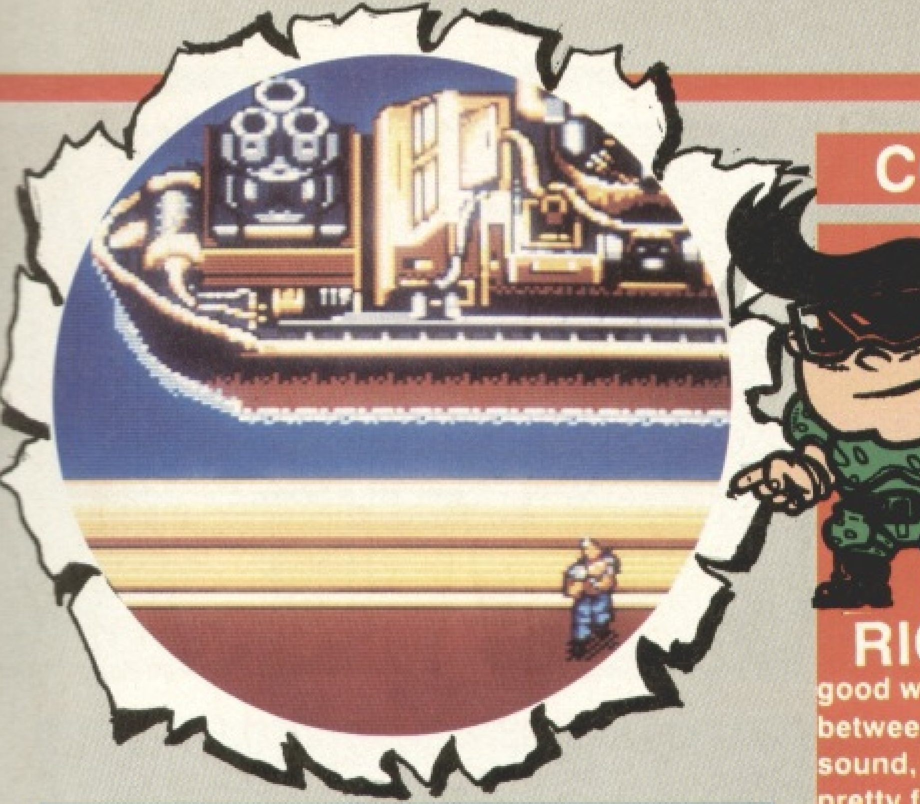
Dotted around the landscape are abandoned enemy vehicles, just waiting to be commandeered by the player. Once you're in, these vehicles protect the player from a number of hits before exploding. Jeeps, rafts and tanks are just a few of the vehicles found throughout the game.





▲ *A Megacrash is unleashed upon an unsuspecting warship!*





COMMENT

RICH

I must admit that I was pleasantly surprised by this version of Mercs. The scrolling is super smooth, there are plenty of things to shoot and some cool power-ups to collect. The graphics are good with plenty of variation between each level, and the sound, although not brilliant, is pretty functional. The only problem I really have with it is that there's not much in the way of enemy soldiers to blast in oblivion, and some of the bosses are a tad weedy to say the least. However, although it has its faults, there's no denying that Mercs is very enjoyable, and well worth investing in if you're after a decent shoot 'em up.

PACKING A BIG WEAPON

Our rock 'ard Merc is certainly well-endowed in the weapons department. Check out this lowdown of mega-destructive weaponry!

SHOTGUN: Fires off highly destructive armour-piercing shells. Very impressive.

MACHINE GUN: Rapid-fire weapons don't get much better than this.

FLAME THROWER: The most powerful short-range weapon. Flaming tasty.



ROCKET LAUNCHER: Takes a short while to reload, but very powerful indeed.

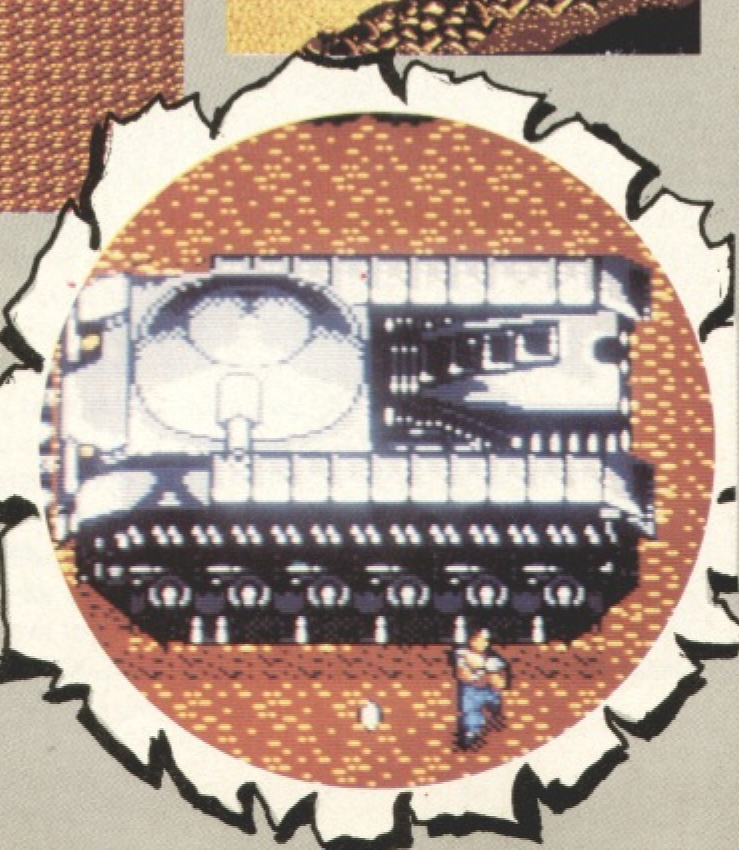
A fight to the death! Dramatic, isn't it?



This merc is pretty angry,







MERCS™

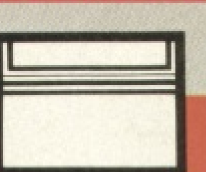
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GAME © SEGA 1991

BY: CAPCOM

PRICE: £29.99

RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 2
RESPONSIVENESS: OKAY







PRESENTATION 59%

Two or three still screens within the game, and a single option to tweak.

GRAPHICS 74%

Pretty blocky, but there's plenty of variation and colour in the game.

SOUND 51%

A rather sad attempt at two of the coin-op's tunes, along with mundane effects.

PLAYABILITY 84%

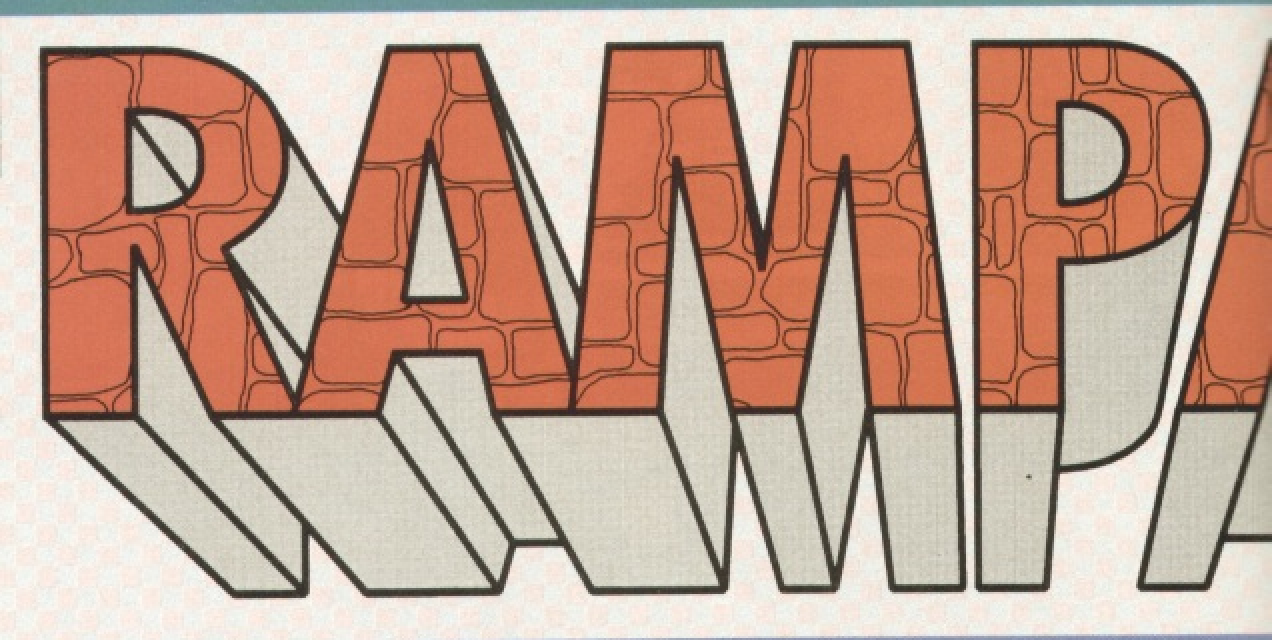
Plenty of blasting action that's very addictive to begin with...

LASTABILITY 80%

...and pretty difficult as well, meaning that there's quite a lot of play to be had from this one.

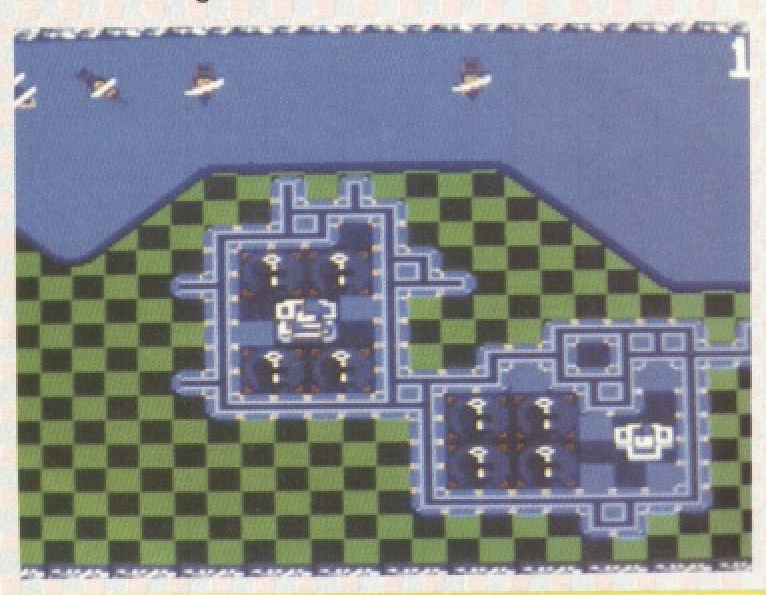
OVERALL 81%

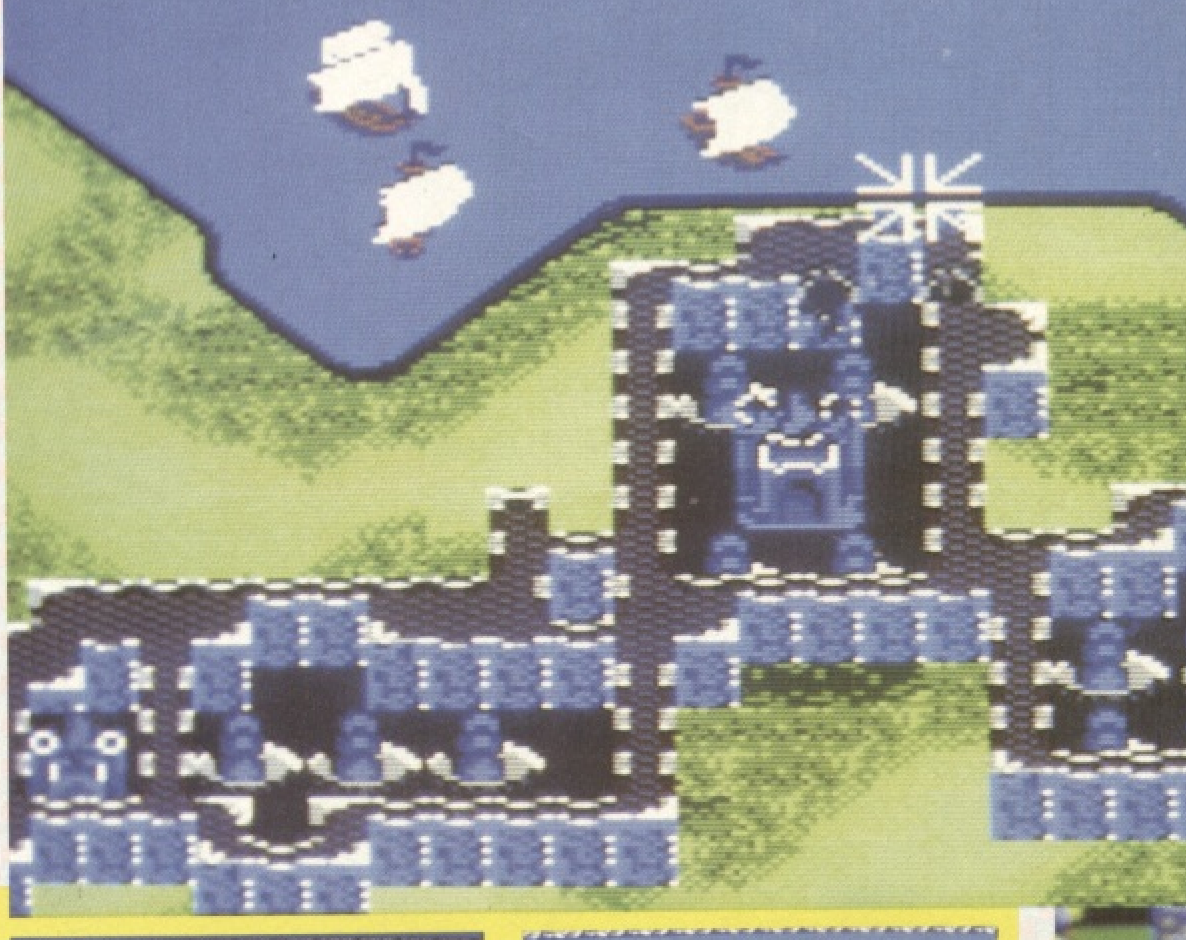
A good conversion of an outstanding coin-op that should appeal to anyone after a decent shoot 'em up.



Aaarrr me hearties! It's the 16th century and war is being waged - which is bad news for you. The problem is that you're in charge of fortifications and cannon operation on an island which is being invaded by an armada of greedy Spaniards. This means it's up to you to repel their fearsome water-borne attacks with accurate cannon fire, whilst keeping the fortifications around your castles in good enough order to keep the invading soldiers out.

Ramparts is a conversion of an Atari coin-op which enjoyed moderate arcade success recently. It's best described as a cross between Tetris and the ancient arcade classic Missile Command. Play alternates between a two-part strategy section, where randomly shaped wall sections must be linked together to completely surround your forts and then cannons ingeniously placed for maximum firepower. Then it's shoot 'em up time with the cannons being aimed at incoming vessels using crosshair sights. Destroy the entire invading fleet and the island is safe.





MASTER BAY TOUR

Four bays must be successfully defended in Ramparts. Each bay has three forts, one of which you pick. The fort is fully fortified, and there is room for four cannons. At the end of each attack wave, extra cannons are awarded for the amount of territory you have managed to successfully defend. Therefore, your main aim should be to link all of the forts together with wide squares of walls, thus providing maximum bonus cannons and top firepower.



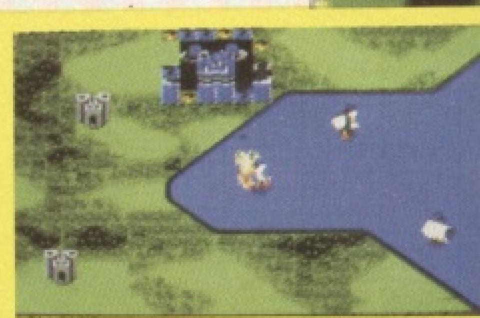




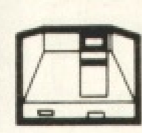
▲ *Territory points are awarded according to how much land you've enclosed.*

OH FRIGGATE!

The ease or difficulty of the puzzle section depends upon your performance in the arcade level. A varying number of opposing ships sail towards your bay, launching cannonballs as they go. The player is armed with a deadly crosshair sight with which to aim his cannons. There can only be as many shots on screen at a time as you have cannons, so it is important to get your aim right. The ships constantly close in on you at great speed, making accurate shooting difficult. Damaging ships with an accurate hit is a good way of slowing their progress, but it's all over for any sea vessel on the receiving end of two direct hits!

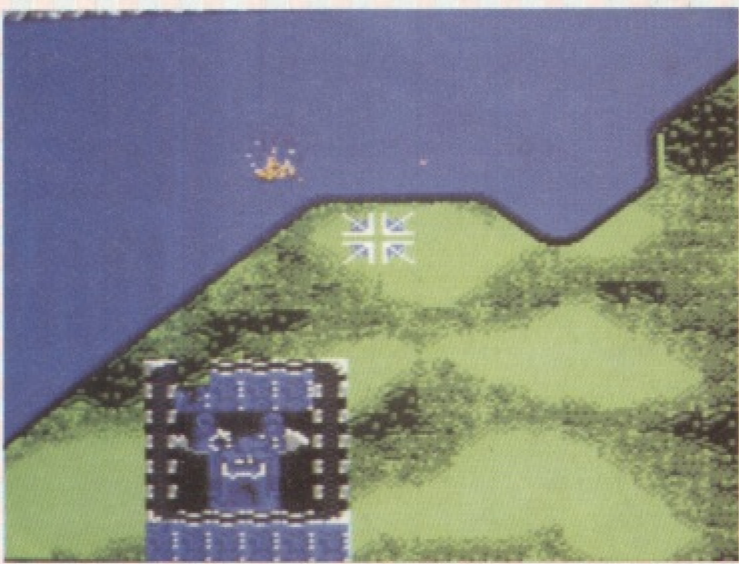






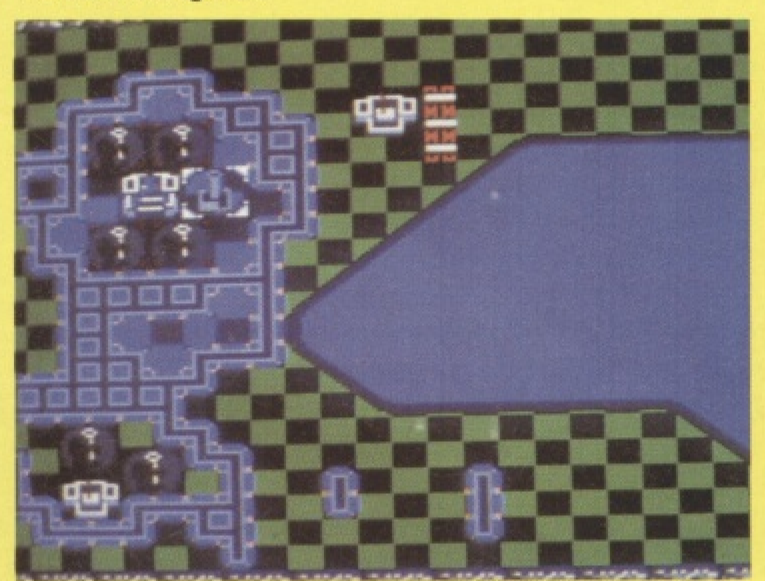






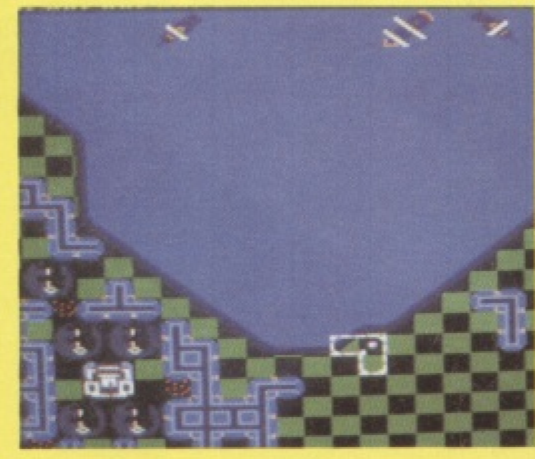
COIN-OP PIRACY

Ramparts first appeared in arcades at the beginning of last year. Its combination of play styles assured it cult status, although it never achieved the huge success of other Atari machines. If you can track down a Ramparts machine in an arcade near you it's definitely worth a few goes.



BRICKING YOUR LOAD

It's inevitable that at some time during the game, one of those pesky frigates will score a hit on your defences. Luckily, repairing these blows is what the strategy section is really for. Linking bits of wall together might sound like a bit of a jape, but those medieval architects have obviously never heard of blueprints. The wall blocks are completely random shapes, and you must repair all chinks in the walls within a strict time limit. If there are any gaps in your defences, you are done for and it's game over!







▲ ***Destruction points are awarded according to how successful your cannon-related activities are. This score (3,089) is particularly good.***

RAM A PART TODAY

Ramparts can be played by either one or two players simultaneously. In two-player mode, each participant controls a castle and must face the same opposition. By rights, this should make things easier, but there's still territory to consider. As there are two of you occupying the same space, it means half as much expansion room for each of you unless you steal some from the other player! This means it's the quickest thinker who wins the day with their undoubtedly superior land ownership.

COMMENT

JULIAN

Ramparts was one of the few really original arcade games of last year, and I played it a lot. It's a simple, but very challenging game with plenty of neat touches to keep you on your toes. How does this Master System version compare? Well, it's excellent! All the features of the arcade game have been packed in, and there's a stiff challenge on offer on the highest difficulty setting. The graphics and sound aren't anything to home write about (the ones on the arcade original were pretty pathetic too), but in the playability stakes Ramparts is superb, offering an entertaining, addictive and long-lasting challenge (especially with two players) which should be checked out.

TENGEN PRESENTS RAMPART

(C)1991 BY TENGEN

CONVERSION BY PUNK DEVELOPMENT

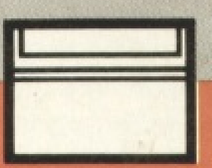
Start
Options

BY: TENGEN

PRICE: £29.99

RELEASE DATE: JANUARY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 2
RESPONSIVENESS: FAST







COMMENT



RAD

Whatever else you say about Ramparts, it certainly is original. The blend of arcade shoot 'em up and puzzle action seems bizarre at first, but it's really a lot of fun. The controls are responsive and the action comes thick and fast. The graphics are very colourful, although a tad blocky and the sound is below average with a bog standard tune playing throughout and a few dingy effects. If you really want something truly different that will tax both your brain and your reflexes, Ramparts is the cart for you.

PRESENTATION 43%

Few options and a single title screen. It doesn't exactly leap out at you.

GRAPHICS 68%

The colourful sprites look cheery, although they're a little blocky and the ships move jerkily.

SOUND 63%

An average tune and mediocre effects that won't set your ears alight.

PLAYABILITY 90%

No problem to get into, and as a result it's instantly addictive and a lot of fun to play.

LASTABILITY 83%

Challenging later levels and the two-player option means there's plenty to keep blasting fans happy.

OVERALL 87%

An original game that presents old ideas in a new way. It's one of the most addictive and fun blasters seen on the Master System in a long while.



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MEGADRIVE REVIEW

QUACKSH

Whilst browsing through Uncle Scrooge's library one afternoon, Donald chances upon a book about the treasure of King Garuzia. Apparently, the man Garuzia had hidden his most treasured possession somewhere on our planet. Fortunately for our duck hero, he's also left a map detailing clues as to the whereabouts of said treasure. Donald dances around, proclaiming to the world how rich he could be, unaware that outside the window, Big Bad Pete and his gang are listening, intent on making the map their own! The mobsters make a grab for the map whilst Donald is on his way home, but the quacking one escapes... for now.

Donald Duck is a horizontally scrolling platform game in the style of Mickey Mouse. Donald travels across the world finding the treasure, often getting involved in sub-missions along the way. If Donald can beat all ten levels, the treasure is his.





▲ Watch out Donald - it's a long way down!

▼ It's very spooky in Drac's domain.



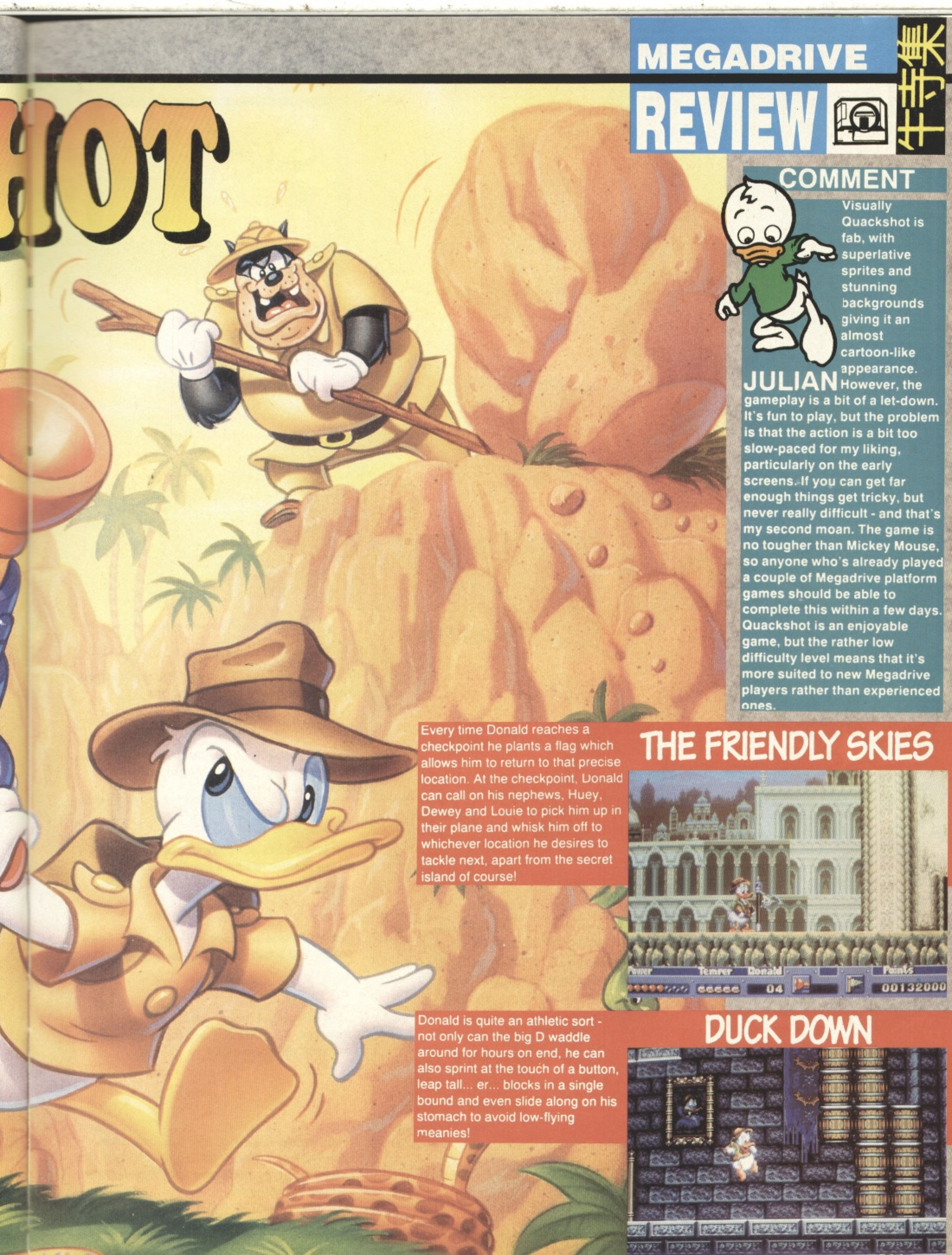
"GAWRSH, DONALD, IT'S SWELL TO SEE YOU."

TASTE THE PAIN

Everyone knows that Donald has a fearsome temper, so Duck fans won't be disappointed to see this represented in Quackshot! Every time Donald partakes of a chili pepper, his temper gauge rises one notch. Eat five chili peppers and Donald is pushed over the edge into an uncontrollable fit of rage. During the short time for which Donald's temper is flared, he becomes invincible, thus easily mashing any baddies who get in his way.







COMMENT

JULIAN

Visually Quackshot is fab, with superlative sprites and stunning backgrounds giving it an almost cartoon-like appearance. However, the gameplay is a bit of a let-down. It's fun to play, but the problem is that the action is a bit too slow-paced for my liking, particularly on the early screens. If you can get far enough things get tricky, but never really difficult - and that's my second moan. The game is no tougher than Mickey Mouse, so anyone who's already played a couple of Megadrive platform games should be able to complete this within a few days. Quackshot is an enjoyable game, but the rather low difficulty level means that it's more suited to new Megadrive players rather than experienced ones.

THE FRIENDLY SKIES

Every time Donald reaches a checkpoint he plants a flag which allows him to return to that precise location. At the checkpoint, Donald can call on his nephews, Huey, Dewey and Louie to pick him up in their plane and whisk him off to whichever location he desires to tackle next, apart from the secret island of course!

DUCK DOWN

Donald is quite an athletic sort - not only can the big D waddle around for hours on end, he can also sprint at the touch of a button, leap tall... er... blocks in a single bound and even slide along on his stomach to avoid low-flying meanies!

MEGADRIVE



REVIEW

Donald's in dangerous territory.

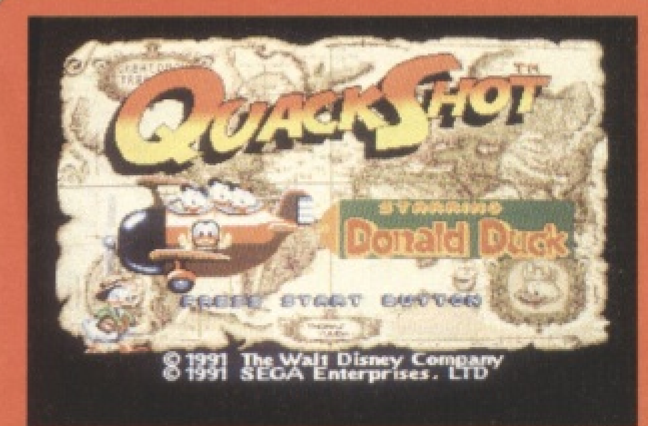
WARNING: using bubblegum on your shooter can lead to serious health problems.

PEACHY TOOLS

Donald has a variety of tools at his disposal with which to complete each level. He starts the proceedings with a yellow plunger which can be thrown at enemies to freeze them for a limited period of time. Next comes the red plunger, which sticks to walls, allowing Donald to form makeshift ladders. Finally, Donald can obtain a green plunger which sticks to flying enemies without freezing them. If Donald can jump onto a plunger thus affixed to an aerial nasty, he can hitch a ride over impassable pieces of terrain. Donald also has access to a bubblegum shooter, which has limited ammunition but comes in handy for destroying scenery, and a popcorn shooter, which sprays five deadly kernels of corn at Donald's enemies, providing he has enough popcorn to do the job!



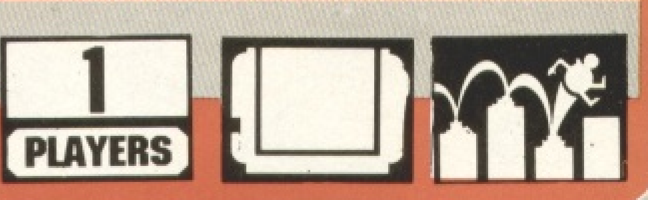




BY: SEGA

PRICE: £39.99

RELEASE DATE: NOW
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FAST



COMMENT

RAD

The graphics in Donald Duck are bsolutely illiant and sily match those of Castle of Illusion. However, the gameplay falls short. The action is too slow, even when Donald is sprinting, and there isn't enough happening on screen to set your pulse racing. Don't get me wrong - Quackshot is a jolly game, but I found the lack of excitement and the rather plodding nature of the game a bit of a disappointment. Maybe this is better suited to younger Megadrive owners?



Watch out Donald - it's a long way down!



A bizarre proposition for Donald Duck.



PRESENTATION 90%

Superbly presented. Lots of animated intros, intermission screens and options.

GRAPHICS 95%

Stunning looking, beautifully animated sprites and gorgeous backgrounds make Quackshot a visual treat.

SOUND 80%

The effects are quite good, but they're spoilt by the mediocre tunes playing over them.

PLAYABILITY 83%

The slow pace and lack of immediate action makes this seem rather dull at first...

LASTABILITY 81%

...but things get much better as you progress. Towards the end there's plenty to test your platform skills.

OVERALL 83%

A stunning-looking, slow-paced game which offers plenty of fun, but might not offer enough challenge for experienced Megadrive players.

SEGA MEGADRIVE

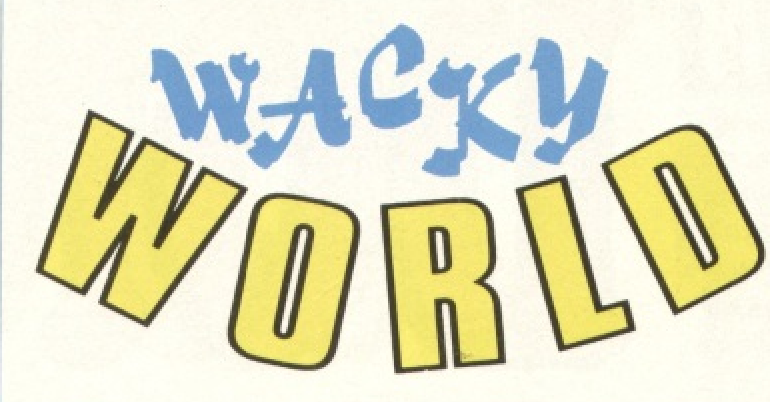
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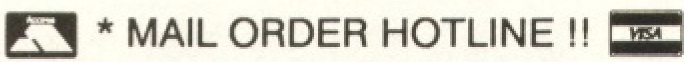
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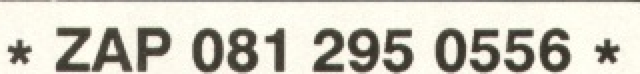
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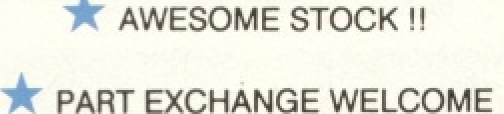

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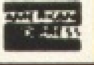
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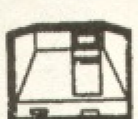
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REVIEW

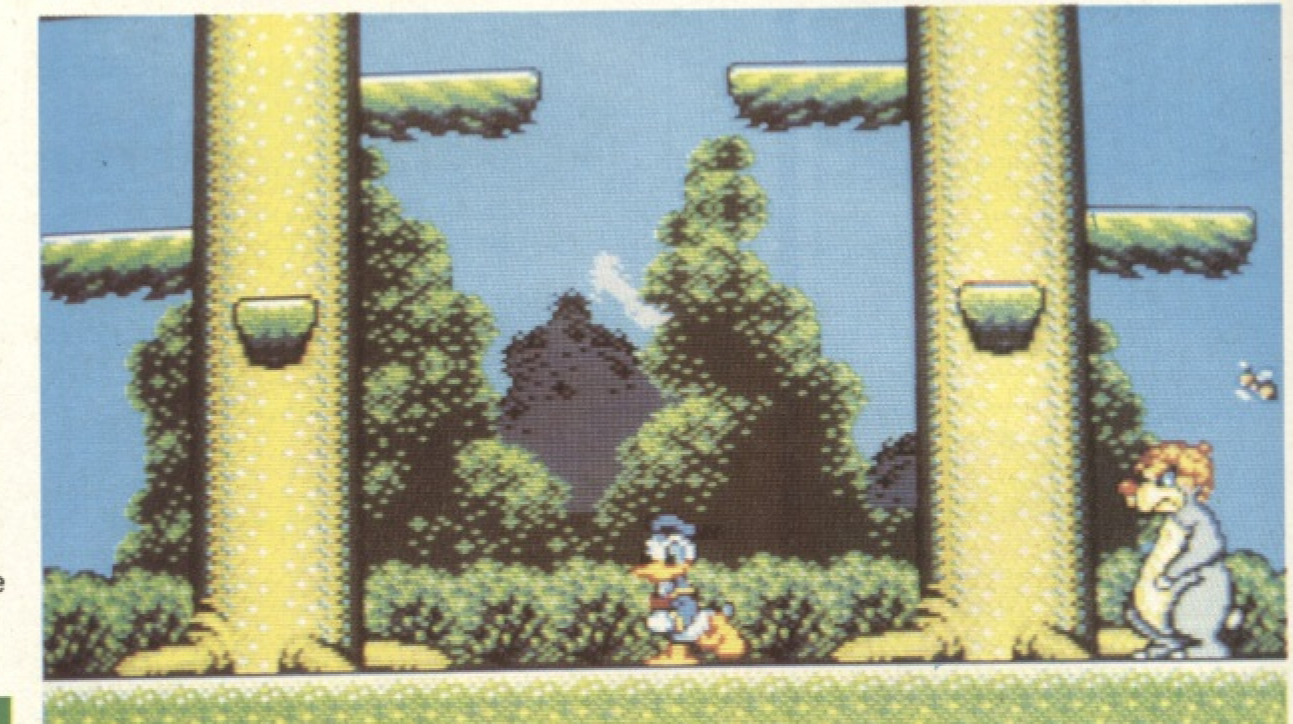
DONALD THE LUCKY

Uncle Scrooge McDuck had a fine birthday present for Donald Duck's mischievous nephews. For each of them, he had a special lucky dime with which they should be able to make their fortunes (just like Scrooge did when he was but a mere duckling). Hewy, Dewy and Louie had expected a big stack of toys for their birthday, but to be given a mere ten cents was a slightly disheartening experience.

The evil witch, Magica de Spell, seized this opportunity to catch her prey off guard and suddenly kidnapped them, dimes and all. But that was not the end of her evil deeds for she also pinched Scrooge's original Lucky Dime into the bargain. "Ha ha ha!" she laughed diabolically, "With all of these lucky dimes I shall soon be the richest person in the entire world! Ha ha ha!"

With Magica de Spell's mocking laughter still ringing in his ears, Donald Duck sets out for the inevitable rescue attempt. This is where you come in, guiding Donald around the eight-way scrolling platform environment, smashing the seven shades out of every enemy sprite that dares molest him on his travels. At the end of each stage, Donald is accosted by an evil end-of-level boss. Only multiple bottom bounces from our hero sees these evil demons off and enables Donald to attempt the next stage.

There are seven levels of platform action. The first three are selectable and in these Don rescues his imprisoned nephews. Only when they are free can our Donald have access to the next three levels, where the duck-like creature locates the missing dimes. With the dimes and the nephews safely reappropriated, Donald speeds along to the final confrontation where he uses his speed, skill and cunning to give Magica de Spell's monkey ass the most painful dusting seen in the entire history of Duckberg!

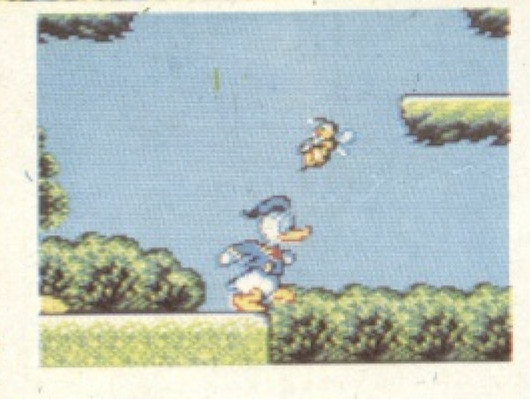




DUCK ME SIDEWAYS

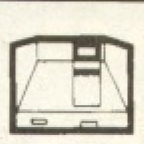


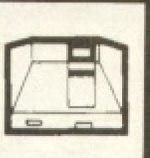
Donald Duck is one of the most spritely heroes yet seen on the Master System. He zooms about at a fair old lick and has colossal jumping abilities. He's also well-armed, starting the game with a massive mallet that's used to squash any evil sprites. Later power-ups give him spinning frisbees and boomerangs for taking out enemies at a distance. Just like Mario and Mickey Mouse, Donald can also squash his enemies by jumping on them!



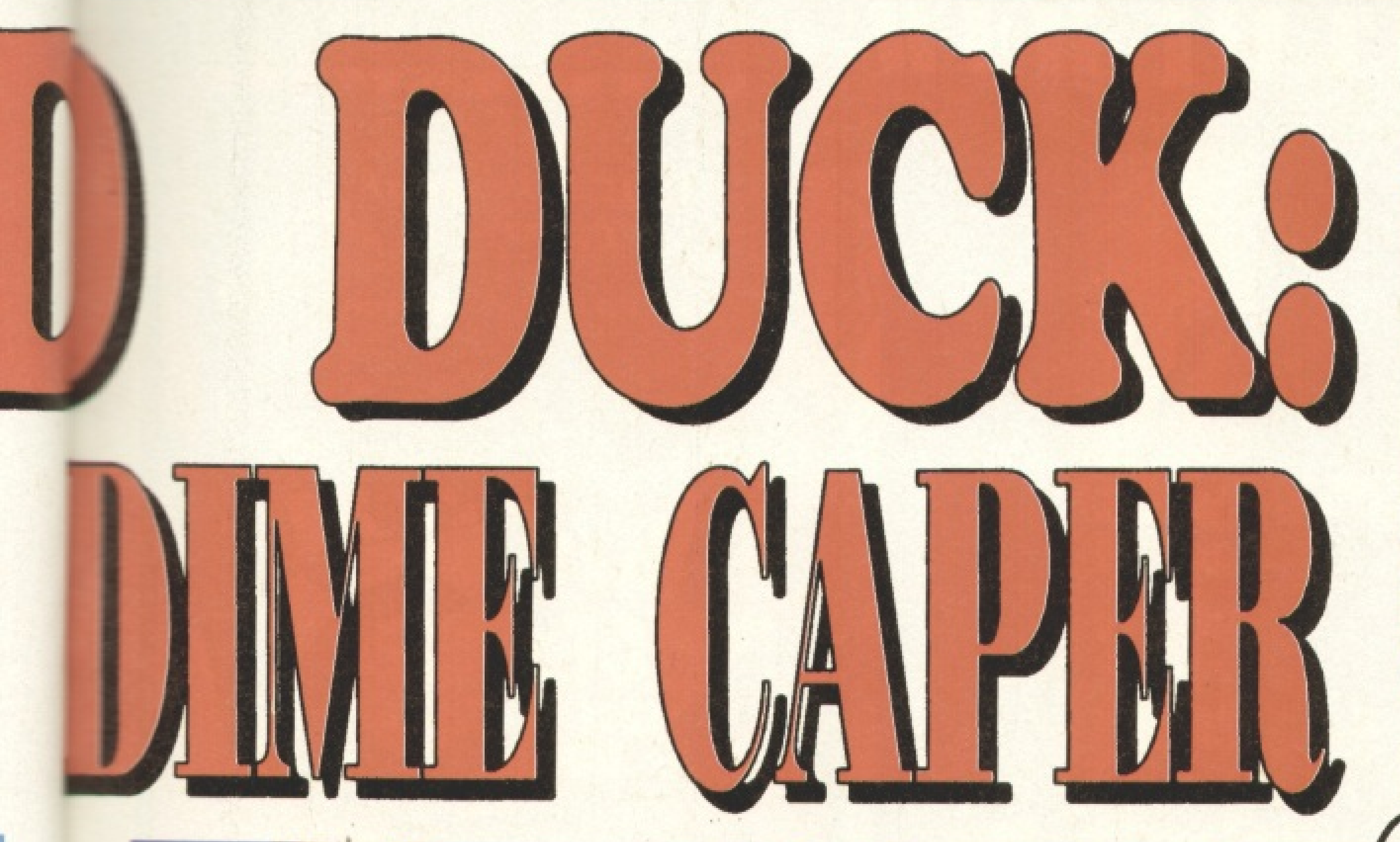


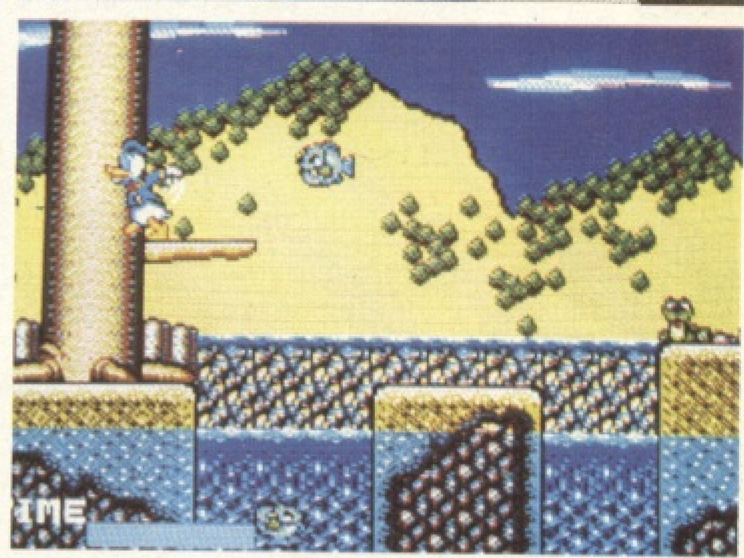






D DUCK: DIME CAPER



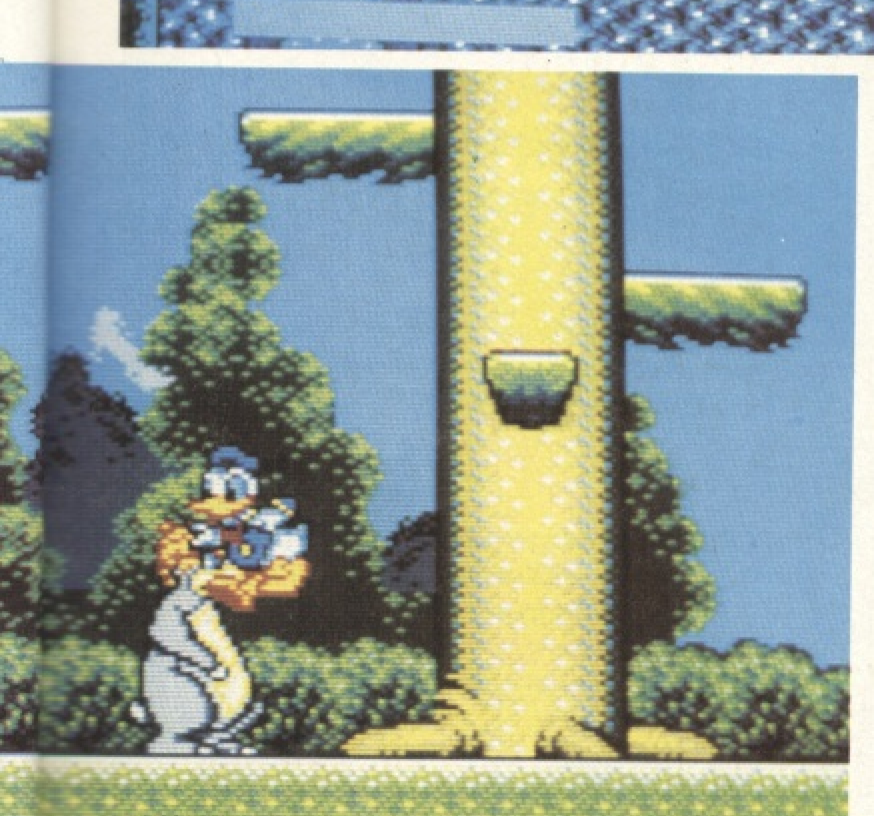


COMMENT

Donald Duck has all the hallmarks of a Disney game, from the lengthy story intro to the cutesy cartoon enemies. The graphics are great! The Donald sprite looks and acts just like the "real" thing, and the action is accompanied by reasonable sound. As always, it's the gameplay that makes or breaks a game and fortunately Donald Duck is very playable. It's also very difficult to beat with a number of long and tough levels. If hard games are your bag or you're just looking for a top quality platform game for your Master System, rush out and quack a great deal at your local software person until they hand over a copy of Donald Duck: The Lucky Dime Caper.

RAD

DUCKING HELL





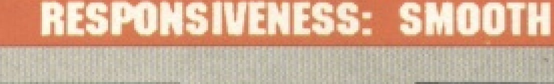


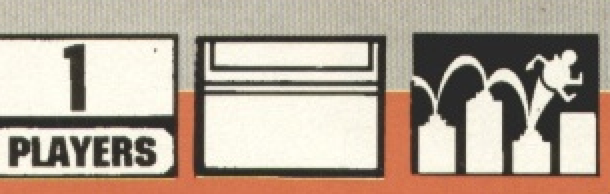
Every so often, Donald runs out of platforms to jump around on and is forced to leap into the water to continue his adventures. Funnily enough, considering that he's supposed to be a duck, Donald's underwater agility is rather sad and dodging the meanies is quite difficult. However, on the bright side, these underwater levels contain many bonuses to help Donald on his further travels.

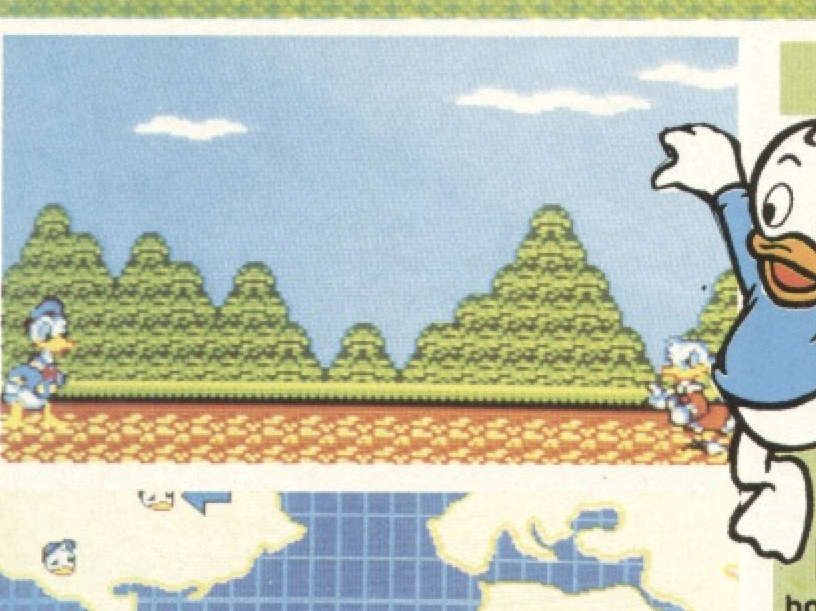




BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: SMOOTH







COMMENT

RICH

Mickey Mouse was the greatest platform game a Master System owner could ask for - but Donald Duck is better still! The game concept remains much the same as Mickey - even down to bottom-bouncing the meanies, but the graphics are much better and there's plenty more in the way of variety between each level. The sprites are just terrific. Donald himself is perfectly reproduced on the Master System (even down to his temper tantrums) and some of the backdrops are truly exceptional. The end-of-level bosses are graphical delights - far larger and nastier than their Mickey Mouse counterparts. The speed of the game is also several notches higher than Mickey Mouse - Donald burns around the platform landscapes like a duck possessed. Just like Mickey Mouse, there are plenty of hidden bonuses to be located too. Indeed, great skill is needed to locate and collect the 1-Up on the first level. Although Sonic is faster and prettier, Donald Duck is harder and the gameplay is far more interesting and exciting! In short, the perfect game to squander your remaining Christmas cash on!

A DUCK IN PUBLIC



If this game appeals to you Game Gear owners out there, you'll no doubt be over the moon to discover that a hand-held version is planned for release early on in 1992. It has exactly the same graphics and sound, but the pace of the game has been jacked up to almost manic levels. Look out for this - it's going to be MEGA!

PRESENTATION 87%
A great Disney-esque attract sequence kicks off the game, but there are no options to alter the in-game action.

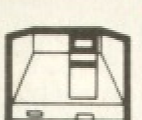
GRAPHICS 93%
Superb! The sprites and backdrops do great credit to the Disney licence.

SOUND 80%
Jolly tunes add that cartoony atmosphere to the proceedings.

PLAYABILITY 93%
Some of the greatest platform action to adorn a Master System game makes for immediately addictive fun.

LASTABILITY 92%
Six huge, challenging levels and the final confrontation with Magica de Spell make this one long-lasting game!

OVERALL 92%
Great graphics combined with superb playability make Donald Duck the greatest platform game yet seen on the Master System!

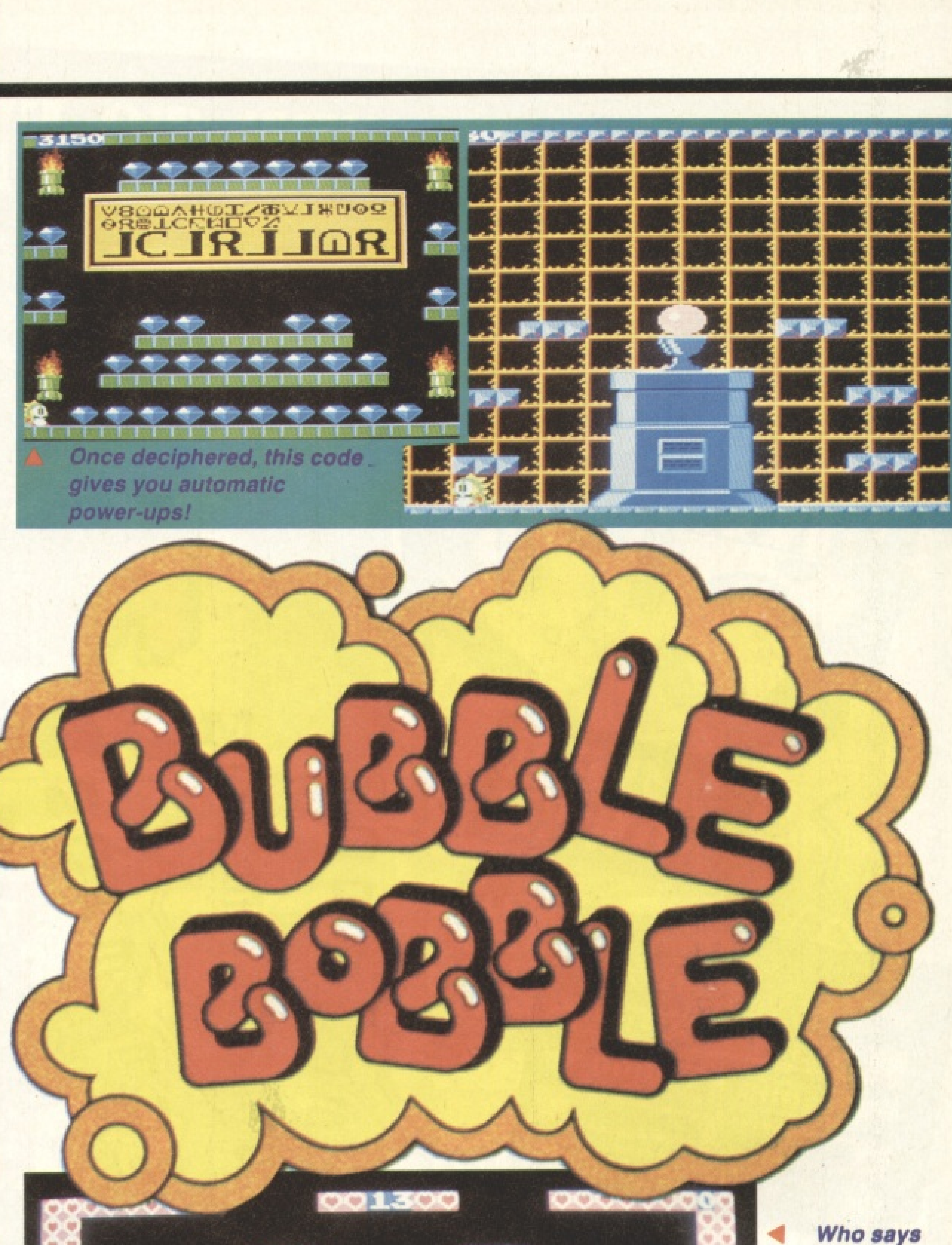


It's not an easy life, y'know. Take Bub and Bob, for example. One minute, they're their normal selves, the next they're bubble-blowing dinosaurs! Who could have performed this dastardly deed? Only the not-very-nice Baron von Blubba, that's who. To regain their human forms, the two dayglo dinos have to travel through 100 levels of madcap platform action and confront and destroy the Baron himself!

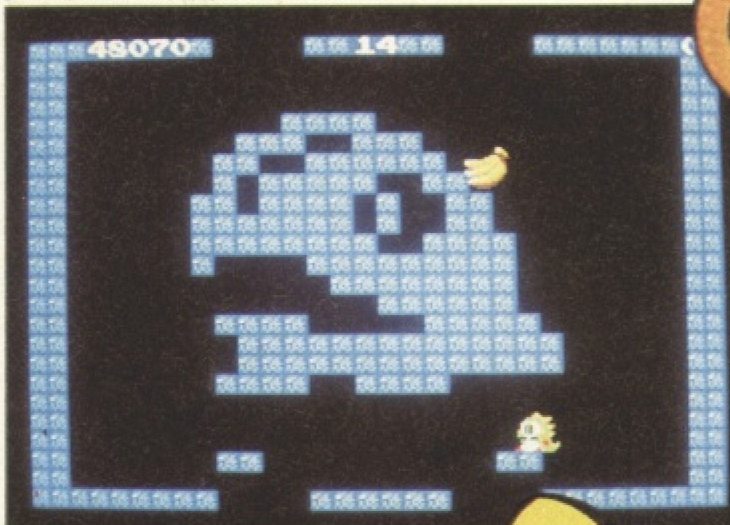
This is by no means an easy task, though, as the Baron has his hordes of minions waiting to dispose of any bronto that might get too big for its bubbles, and each has its own way of dishing out the devastation.

The bad guys don't have it all their own way, however - they can be blatted by blowing a bubble at 'em, then butting the bubbled beastie (try saying that after a few barrels of Old Flatulence Bitter)!

As the dinos progress through the game, the screens get tougher and tougher, and the enemies increase in speed and intelligence. So you'd better give your bubble-fingers a work-out!



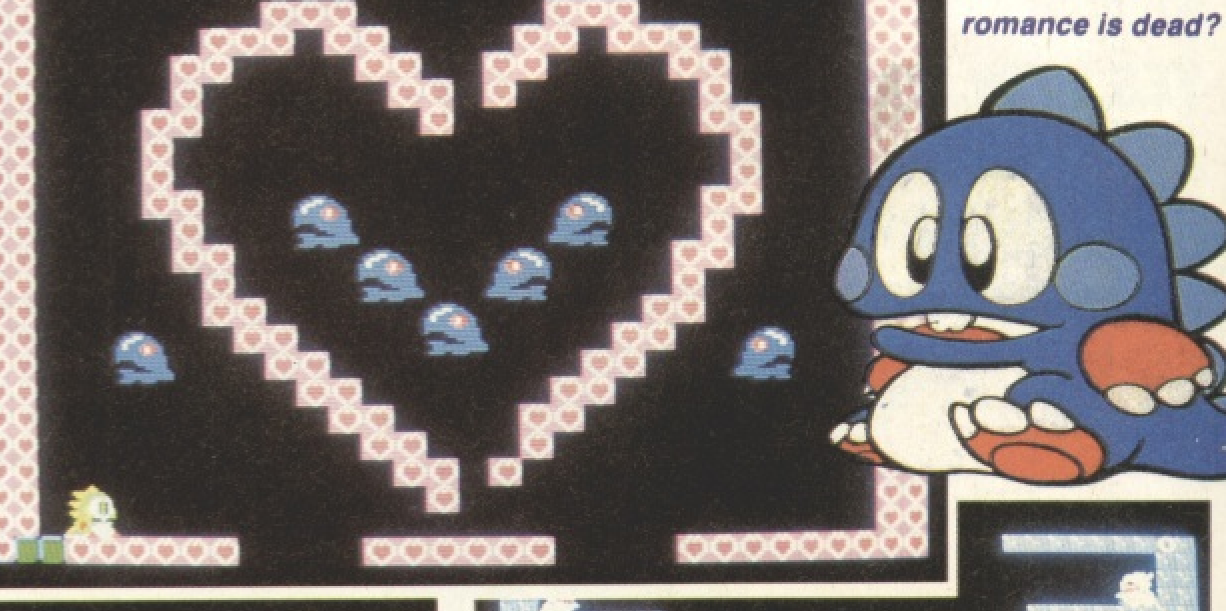
Once deciphered, this code gives you automatic power-ups!



This wave is MEAN!







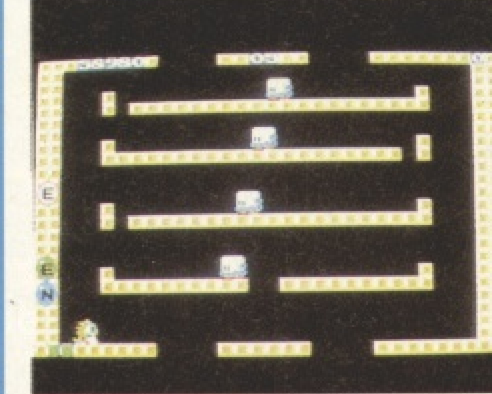
Who says romance is dead?

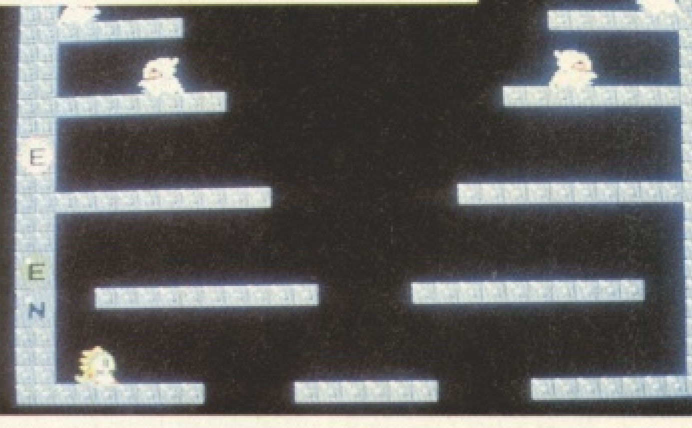
COMMENT

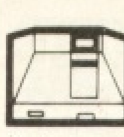


RAD

Bubble Bobble may be about a million years old, but there must be something in it because Sega have finally chosen to convert it to the Master System. The graphics are quite jolly, although there is some horrendous sprite flicker near the top of the screen when there's a lot going. Sound is likewise funsome, with a faithful rendition of the original candy-floss theme tune. Following this trend of arcade-perfection, the gameplay has also been faithfully retained. The whole thing is a veritable bubble fest, with loads of jumping, cobbing and general bubble excitement for the taking, and even the fact that it has infinite continues doesn't stop it from being a fun-filled feast.







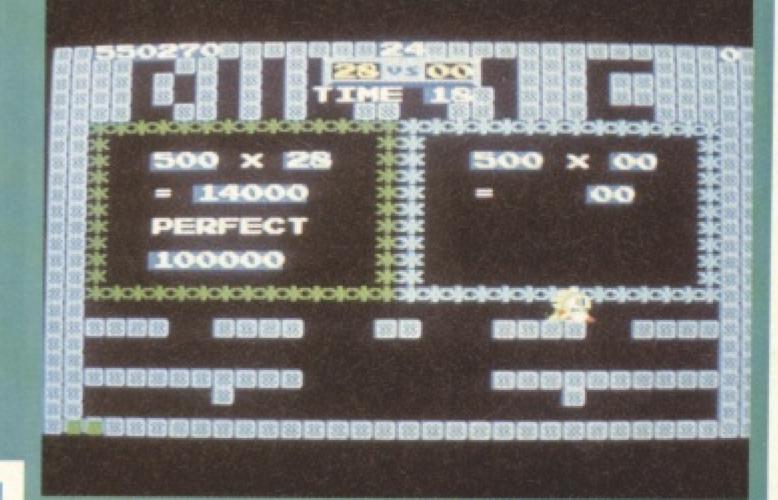




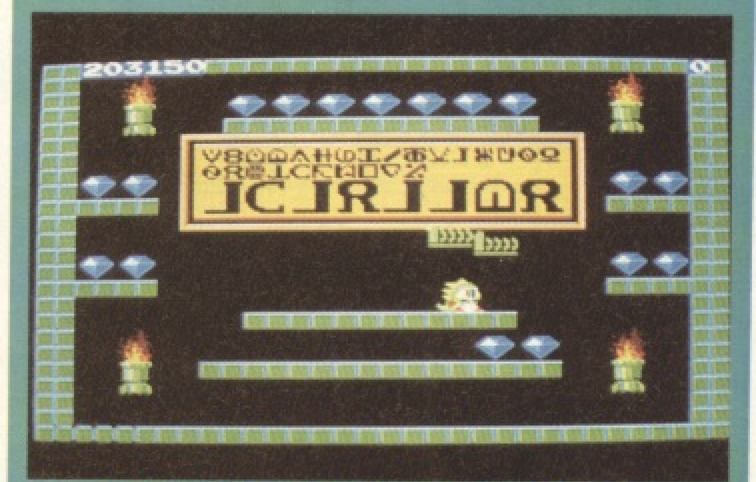
EXTRA SECRET SCREENS!

Master System Bubble Bobble features extra secret screens that weren't present in the original coin-op! So far we've found no less than five rooms, each jam-packed with extra goodies and bonus points!

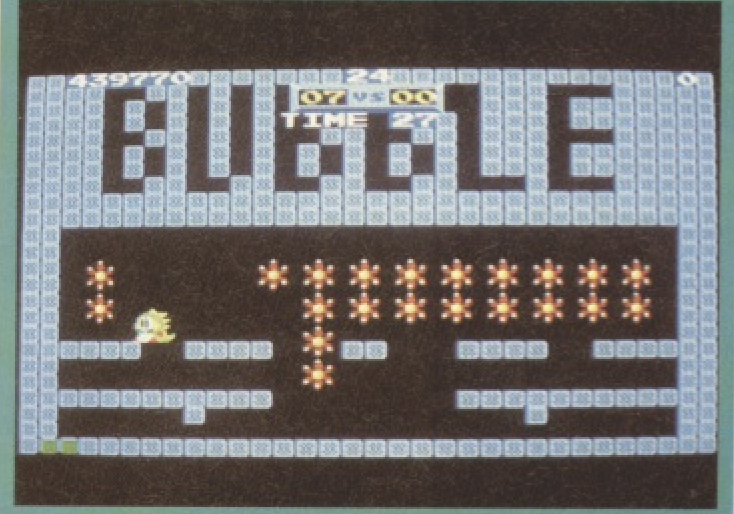
◀ *Behold! A secret room! These contain many treasures of much worth to Bub (or Bob).*



▲ *A perfect score for our Bub!*



▲ *Can you decipher this weird code? We have already!*



▲ *Free spelling lessons for Bub.*

BUBBLING OVER

Baron von Blubba has foolishly left a variety of items scattered around each of the levels, which bestow the two brontos with special abilities:

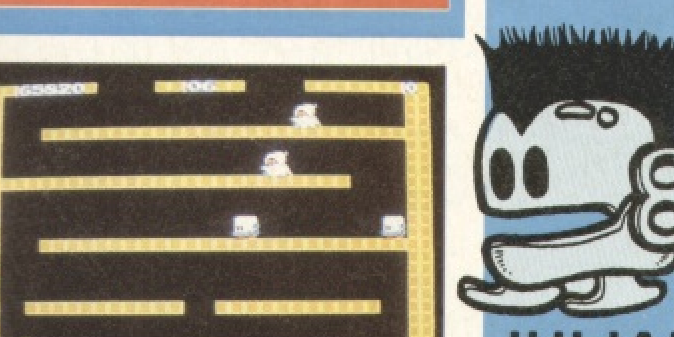
BUBBLEGUM: Either longer lasting, long range or faster, short range bubbles which allow Bub or Bob to blast baddies better (!).

TEAPOT: Gives "Super Bubble Up", an instant version of all bubblegum power-ups.

UMBRELLA: Teleports one or both players several levels. Handy on sticky levels that would otherwise be nigh-on impossible to complete.

LIGHTNING BUBBLE: When burst, this releases a blast of lightning which flies across the screen. Any baddie that stands in the way gets fried and turned into a diamond!

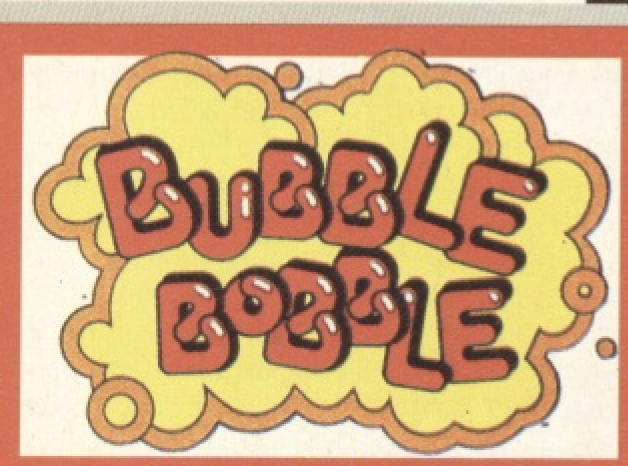
WATER BUBBLE: Burst this to give you a water-ride you won't forget in a hurry - and it takes out baddies too!



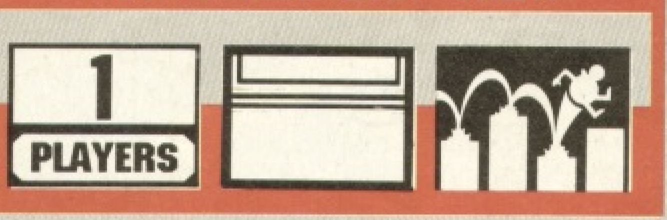
COMMENT

JULIAN

Featuring weirdo action, supercute sprites and maniacally addictive gameplay, Bubble Bobble is one of those classic arcade games which never seems to lose its appeal. This conversion is great to play, and features a beautifully graded difficulty level which starts out easy and just gets tougher and tougher - some of the later levels are incredibly hard, especially when you lose your power-ups! And if that's not enough, the simultaneous two-player action of the original has also been included, which adds even more to the lasting appeal! If you're looking for a brilliant game that'll keep you entertained for months, look no further than this.



BY: TAITO
PRICE: £24.99
RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GREAT



PRESENTATION 88%
Excellent, with one or simultaneous two-player options and a neat password system.

GRAPHICS 80%
Nice, chunky and colourful, if a bit flickery at times.

SOUND 57%
The same tunes and effects as the original coin-op performed by the Master System's sad, weedy sound chip.

PLAYABILITY 85%
The highly cute gameplay instantly grabs you, and the nicely balanced difficulty level keeps you playing.

LASTABILITY 85%
Literally a ton of levels, and it gets VERY hard later on!

OVERALL 85%
A brilliant conversion of a classic coin-op that's just as horribly addictive as it was five years ago. Go get it!



REVIEW

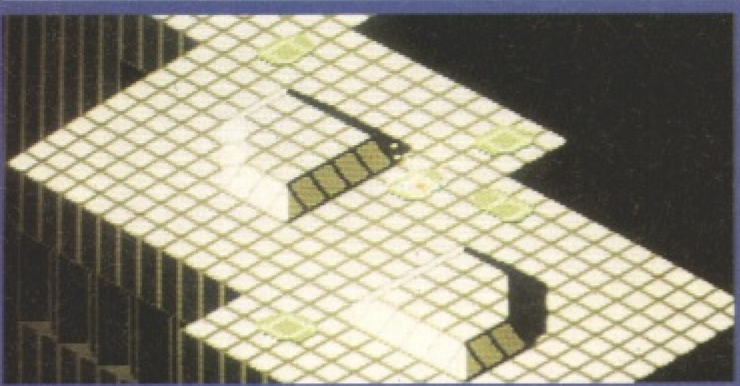


Playing Marbles used to just involve hitting some other marbles out of a chalk circle in the playground. However, those enterprising folks at Atari took the marbles and made them battle it out in an all or nothing race set across varied isometric 3D scrolling landscapes.

The object of each race is simply to reach the GOAL! flag positioned at the end of the course. But before you can get there, it's your job to negotiate a number of cunning traps positioned by the Marble Madness authorities. Each level has its own hazards to overcome and there are also the likes of mutant black marbles and moving acid pools trying to stop your attempts.

Controlling the marble is perhaps the stiffest challenge. The orb-like object responds realistically to the landscape and owing to the inclined surfaces, tends to roll about a bit. Later levels also boast massive ramps that your marble uses to perform nifty jumps.

Sounds like a bit of a challenge, huh? Let's put it this way - Marble Madness is the ultimate test of your ball controlling abilities!



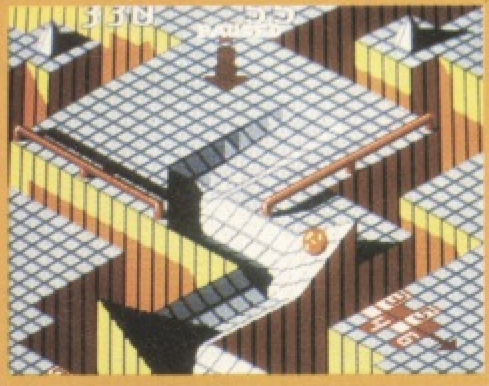
▲ *Acid pools dissolve the marble.*

LEVEL PREVIEW

The worlds of Marble Madness are very strange indeed, guaranteed to test every aspect of your sphere-controlling abilities. Here's a preview of each level of the game.

LEVEL ONE

The difficulty level is set to vegetable level for the beginner race - even most of the holes are surrounded by safety rails, doh!



LEVEL TWO

Things get marginally more difficult here. Watch out for the deadly iced whirlpool just before the goal line - it spins you out of control!



LEVEL THREE

More holes and slimmer paths make level three a lot more interesting. A potentially deadly wave machine lurks at the end of this stage - aaaggghhhhh!



LEVEL FOUR

Hazards abound on this level. Vacuum cleaners, enemy marbles, massive leaps and crushing mallets are just the beginning of your troubles.





LEVEL FIVE

On this level, everything you know is wrong! The enemy sprites can be destroyed on contact for extra time, and even the gravitational pull is reversed!



LEVEL SIX

The ULTIMATE race - set in the void of space! Platforms are pretty scarce on this level, and to make things worse, you have no idea where any chute leads!





▼ Oo-er! Here, the orb-like hero is accosted by strange suction creatures. They're deadly.

COMMENT

JULIAN

I've been waiting for a truly arcade perfect version of Marble Madness for six years, and it's finally arrived. Not only is the gameplay absolutely identical, but this version also features note-for-note sound and spot-on graphics. Some players might be disappointed by the fact that there are only six levels, but personally it doesn't bother me at all - there are three difficulty settings and I found myself going back to it constantly to see whether I could improve my score, even after I had finished the game many times! If you want to experience a truly classic arcade game, take Marble Madness for a roll.

NINTENDO'S GOT BALLS

Nintendo owners that like the look of this game should check out MB Games' version of Marble Madness. It's got all of the features of the Megadrive version including the two-player mode, all of the levels and all the hazards too! It's so good, in fact, that we gave it a groovy 85% when we reviewed it back in MEAN MACHINES issue 12!

CONTROLLING YOUR BALLS

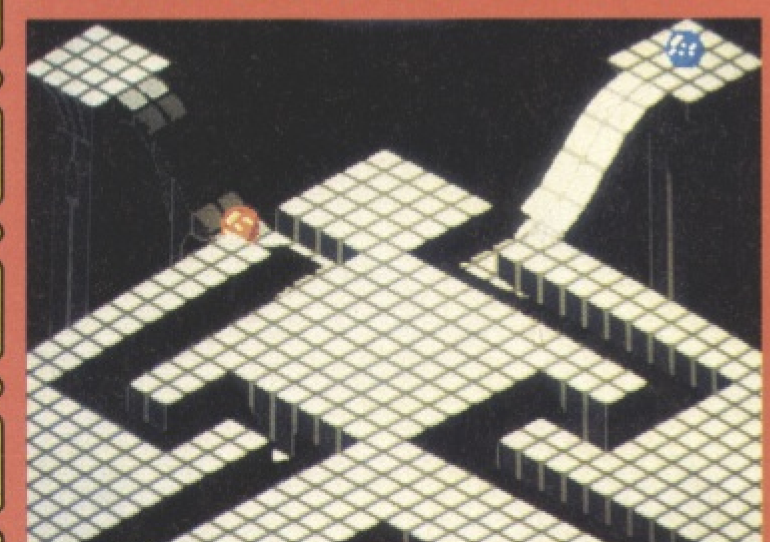
Two control methods are included in Marble Madness. The NORMAL mode moves your marble as per your joypad movements. However, since most of your movements are difficult diagonals, the GRID method can be employed. Here if you say, move right, your marbles moves right in the diagonal perspective (so it appears to be going up and right). With both control methods, pushing one of the buttons boosts the speed of your marble.

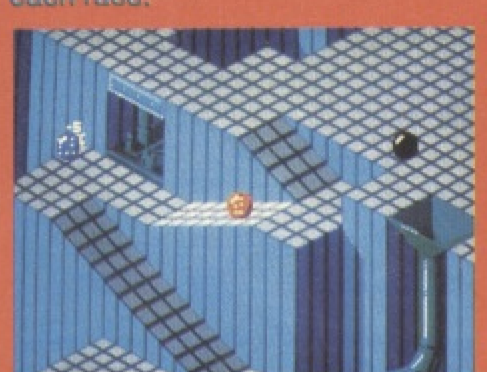


REVIEW

A BRACE OF BALLS

Just like the original Atari arcade machine, Marble Madness has the simultaneous two-player option available. This doesn't change the gameplay much, but there are plenty of laughs to be had as the two of you race to the finishing line. Not surprisingly, extra bonus points are given to the winner of each race.







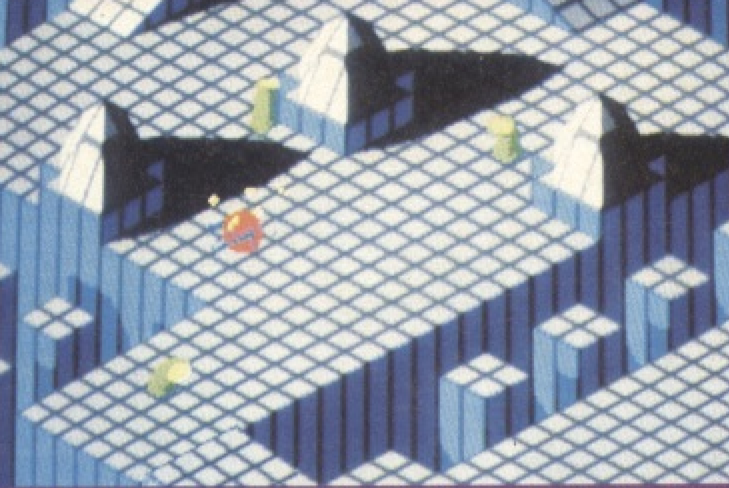
▲ There's just enough time left to reach the GOAL! line!

COMMENT

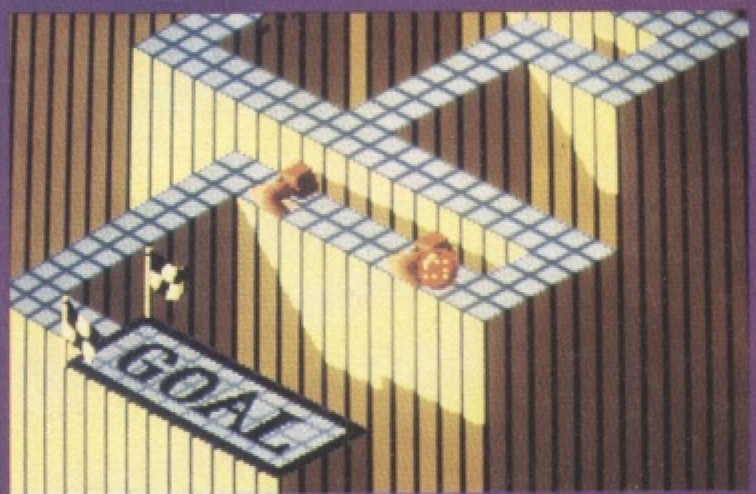


RICH

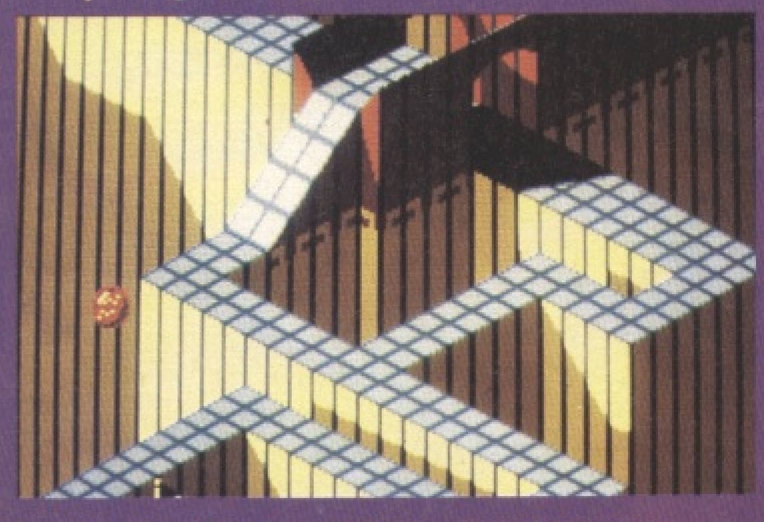
Marble Madness is yet another excellent game from Electronic Arts. The first things to strike you are the excellent graphics. The subtle hues of the coin-op's backdrops and sprites have been captured perfectly, and the animation on each sprite is truly excellent. In this respect, Marble Madness is arcade perfect. The same can be said of the superlative sound - each of the weird and wacky soundtracks complements the frenzied action perfectly. In the playability stakes, Marble Madness comes out tops too, with the inertia on your marble making for smooth, responsive control. The only slight downer is the fact that there are only six levels, but even if you complete these, the difficulty level is jacked up, providing even more hazards and challenge. Add in the two-player mode and you've got a cartridge that you should add to your collection - NOW!



▲ A bewildered marble, like this one, is more difficult to control.



▲ The mallets spring up from nowhere to give you a good bang.



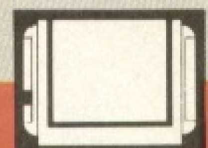
▲ Oh dear! Some spaz has sent the marble flying off the edge - doh!



BY: EA

PRICE: £34.99

RELEASE DATE: JANUARY
GAME DIFFICULTY: EASY/MEDIUM
LIVES: INFINITE
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: FAST





PRESENTATION 87%
Not much in the way of attractive screens, but there's the choice of control modes and difficulty settings.

GRAPHICS 93%
Extremely well-defined, with some truly superb colouring and animation.

SOUND 86%
Catchy tunes that are stunningly close to the coin-op's. Decent effects abound too!

PLAYABILITY 93%
Playable to the extreme, Marble Madness is instantly addictive!

LASTABILITY 87%
Only six different levels, but actually completing the game is quite a task. The two-player mode keeps the appeal high too.

OVERALL 88%
A perfect arcade conversion, Marble Madness is in a class of its own on the Megadrive!

SMASH T.V.

Welcome to Smash TV, the ultimate game show staged sometime in the early 21st Century. In this sport of sadism, the stakes are high and the prizes are incredible. There's no dumb blonde twirling a wheel here to decide your fortune - Smash TV is all down to your skill and blasting reflexes. There's only one snag - muck it all up and you forfeit your very life (cue slow, mocking, diabolical laughter).

The game itself puts the player into a series of open room studio sets, where the object is simply to blast every single enemy sprite that arrives on-screen. During this carnage, the contestant boosts his destructive potential by collecting the power-ups and extra weapons that regularly appear within the studio. Once the arena is clear, the exits open up, allowing the contestant to enter a new chamber full of dangerous foes.

And what foes they are! Each major area in Smash TV is packed with hundreds of enemy sprites and each also boasts a huge, lethal boss - your first target being the gargantuan Mutoid Man. Suffice it to say, he's taking no prisoners!

SMASH ORIGINS

Smash TV is a conversion of the massively successful Williams coin-op, in itself a remake of an earlier Williams classic, Robotron 2084. The coin-op is unusual in the fact that two joysticks are used to control one contestant. One stick controls the player's movements, while the other controls the direction of his fire. For example, by using this arrangement, it's possible to run left while shooting right at the same time. Should you have two NES controllers at the ready, the Nintendo version even mimics this feature.

SMASHING PRIZES

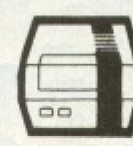
Every so often, your contestant enters a bonus arena in the Smash TV studios. Just scoop up those vast mounds of prizes as fast as you can before they vanish before your very eyes! The actual prizes you "receive" are revealed on a monitor. Experienced Smash TV contestants usually reel in hundreds of pop-up toasters, VCRs, luxury holidays and homes during one game. What do prizes make? Points! At the end of the level, these prizes are transferred into bonus points and added on to your doubtless colossal score.









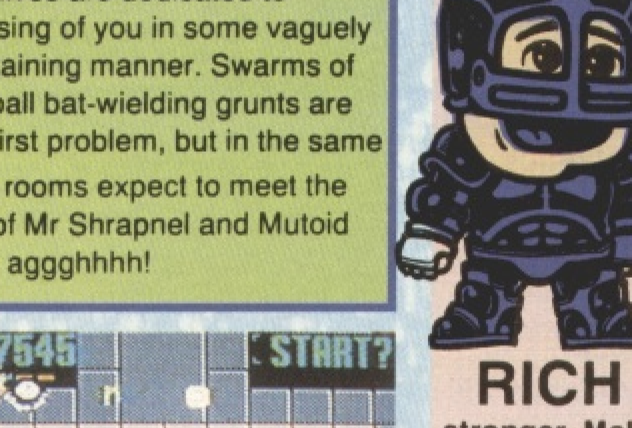







SMASH IN THOSE SPRITES

Tons of enemy sprites infest the screen at one time, and all of their short lives are dedicated to disposing of you in some vaguely entertaining manner. Swarms of baseball bat-wielding grunts are your first problem, but in the same set of rooms expect to meet the likes of Mr Shrapnel and Mutoid Man - aggghhhh!



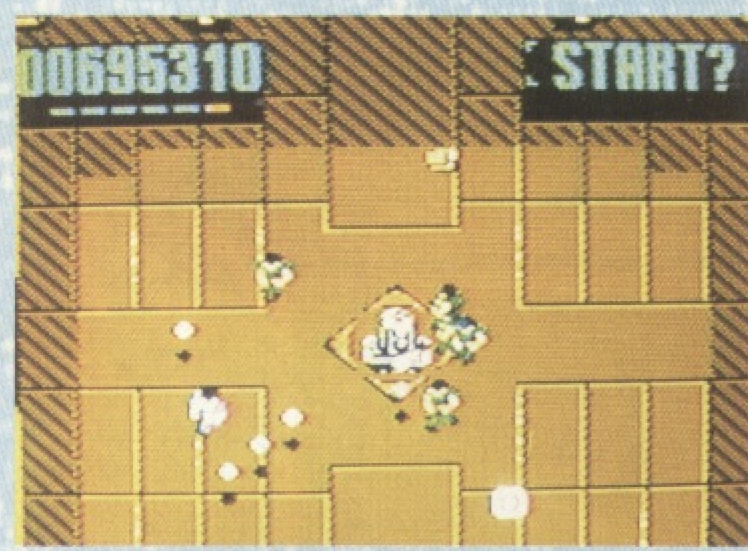
COMMENT



RICH

Smash TV is a real laugh in the arcades and this Nintendo conversion is simply fantastic. Of course, the graphics and sound aren't half as stunning as the original Williams coin-op, but what it has got is the sheer excitement factor that the arcade machine delivered. The enclosed screen is very claustrophobic, making the urge to blast the sheer amount of enemy sprites on-screen even stronger. Making the action even more exciting are the superb weapons, blowing up legions of marauding sprites with a scatter grenade launcher has never been so much fun! With all of the different options and the two-player mode, Smash TV is simply a superlative purchase for any NES owner that enjoys shooting everywhere.





SMASH HITS

There's some rather heavy destructive hardware available in Smash TV. Your bog standard rifle can be upgraded for gear like rocket launchers, grenades and three-way fire. Other icons have effects other than offensive. Speed-ups and defensive satellites are also available for your contestant to collect.

3-WAY



SHIELD



DEFENCE



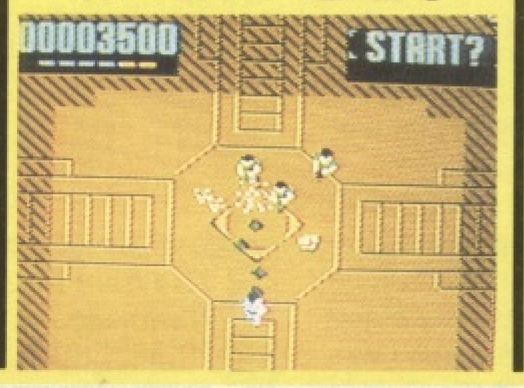
SPEED



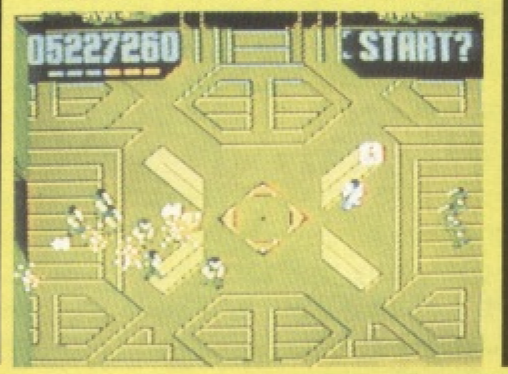
ROCKET



GRENADES



AIR BOMBS



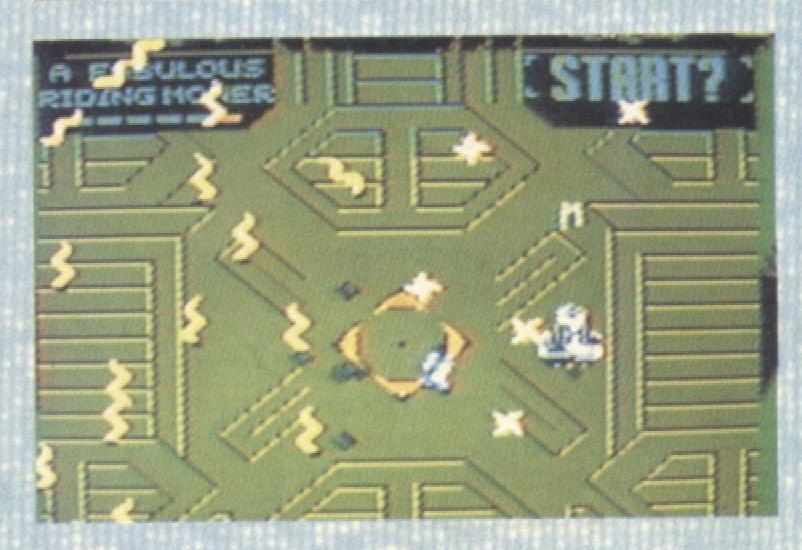
EXTRA LIFE

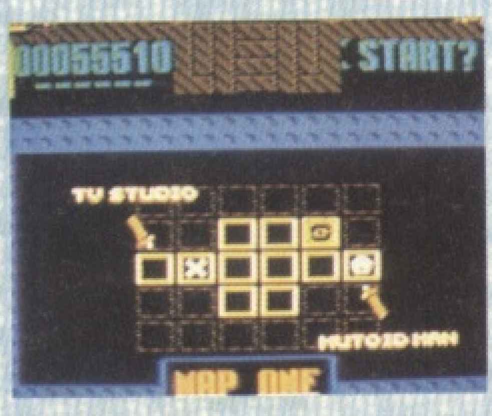


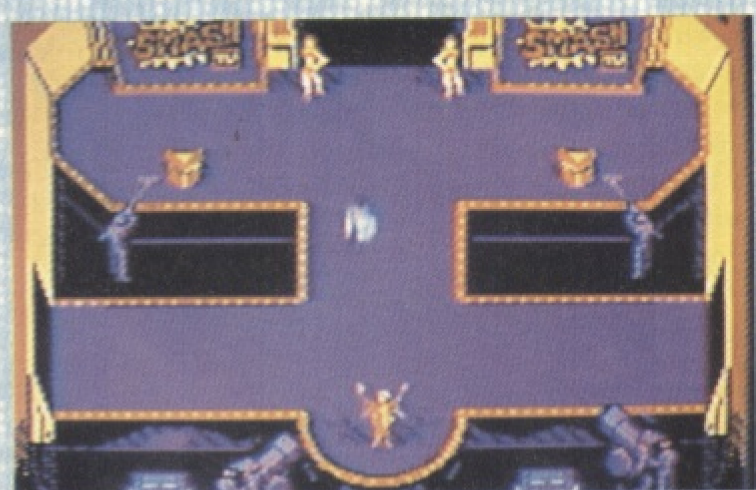


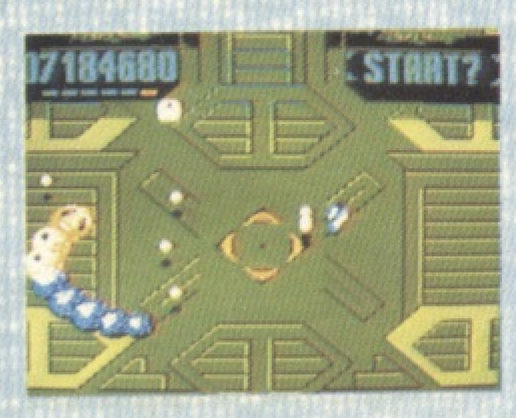














BY: ACCLAIM

PRICE: £34.99

RELEASE DATE: JANUARY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SMASHING



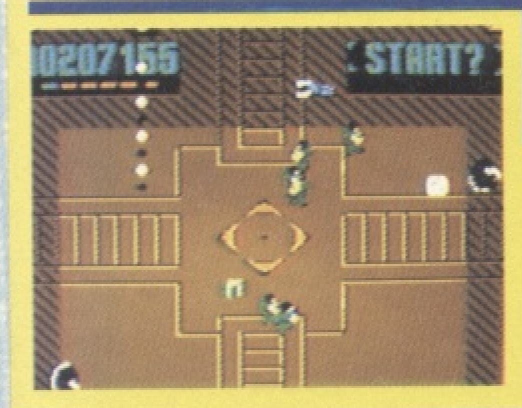






SMASHING PRIZES

Every so often, your contestant enters a bonus arena in the Smash TV studios. Just scoop up those vast mounds of prizes as fast as you can before they vanish before your very eyes! The actual prizes you "receive" are revealed on a monitor. Experienced Smash TV contestants usually reel in hundreds of pop-up toasters, VCRs, luxury holidays and homes during one game. What do prizes make? Points! At the end of the level, these prizes are transferred into bonus points and added on to your doubtless colossal score.



COMMENT



JULIAN

This is what I call a REAL shoot 'em up! Pure, unadulterated, relentless, frantic action which tests your reflexes and skills to their utmost. Total concentration is required - if you take your mind off the action for a second you're instantly overrun by the hundreds of enemy droids that are all out for your blood! Because there are so many sprites on screen at once, they're all rather small, which makes the game look rather unimpressive. But it's not the visuals that are important here - it's the gameplay, and Smash TV delivers in a BIG way! It's challenging, addictive and completely blows away all the other Nintendo shoot 'em ups I've ever played!



PRESENTATION 90%

Some great still screens and loads of options (including two-player options and two control methods).

GRAPHICS 83%

Small, but varied with well-animated sprites along with functional backdrops.

SOUND 92%

Some of the best speech ever heard on the Nintendo, along with good effects and music.

PLAYABILITY 93%

There's never been so many enemy sprites to blow up in a Nintendo game! Instantly addictive and thoroughly enjoyable.

LASTABILITY 89%

Plenty of levels to wade through and a two-player option to sustain interest.

OVERALL 90%

The best blaster yet seen on the Nintendo - it demands purchase!

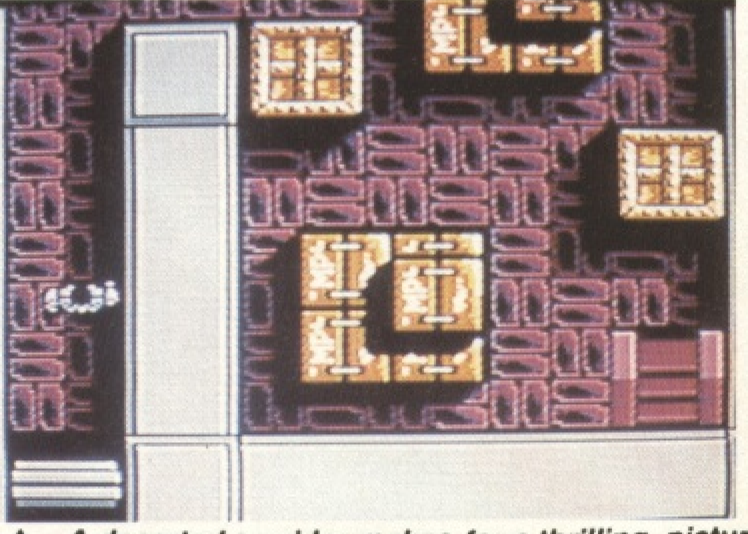


MISSION:

Based on the very obscure but dead entertaining 1970's spy show, Mission: Impossible puts you in a rather tricky situation. Dr O, boss of your top secret government spy branch, has been kidnapped by the Sinister 7. Only you and your spy cronies can save the day and put a stop to the evil activities of the Seven once and for all.

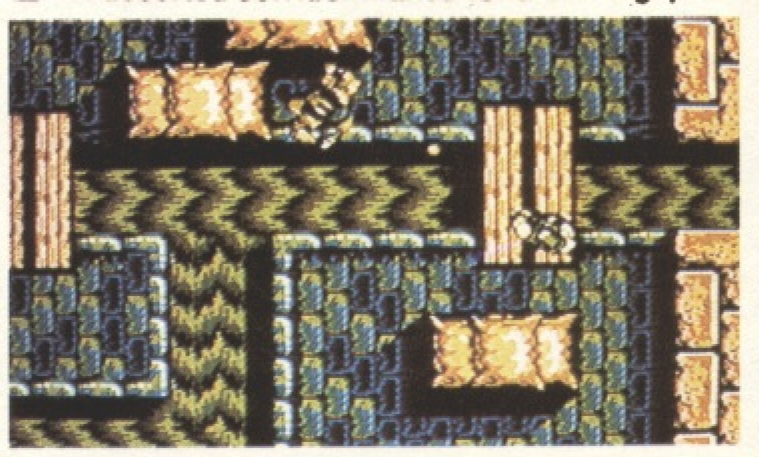
Unfortunately for you, the name of the Sinister 7 is a mite misleading, as you soon find out. Walking out onto the streets, you are accosted by not seven baddies, but more like seven hundred. And they're all armed with knives, guns and petrol bombs. Clearly this isn't going be as easy as wandering around an underground hideout wearing a wig like the heroes did in the TV show.

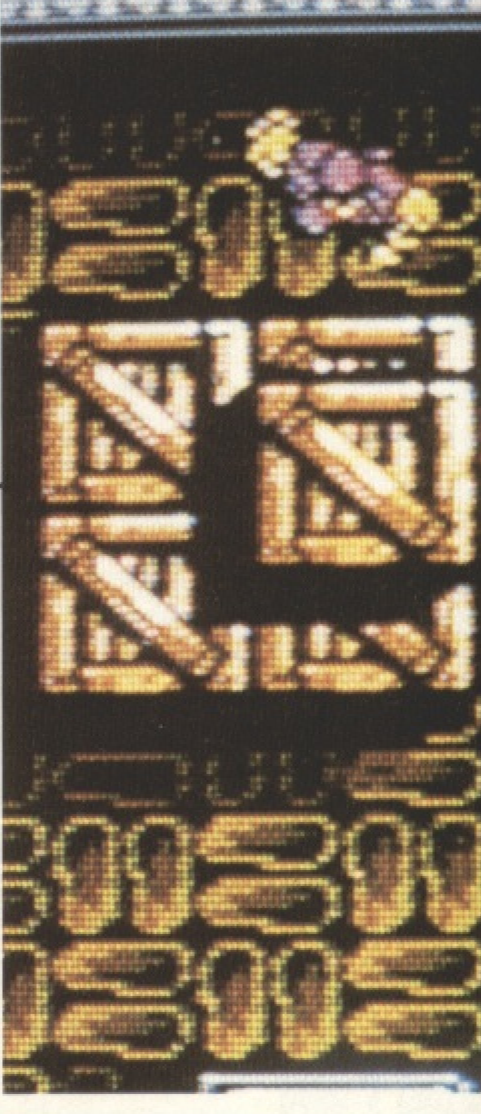
Mission: Impossible is an eight-way scrolling overhead-view combat game in which the player finds his way around the sprawling map, meets contacts, solves puzzles and kills bad guys. The object of the game, should you choose to purchase it, is to rescue Dr O and destroy the Sinister 7 base of operations, thereby removing a serious threat to world peace.



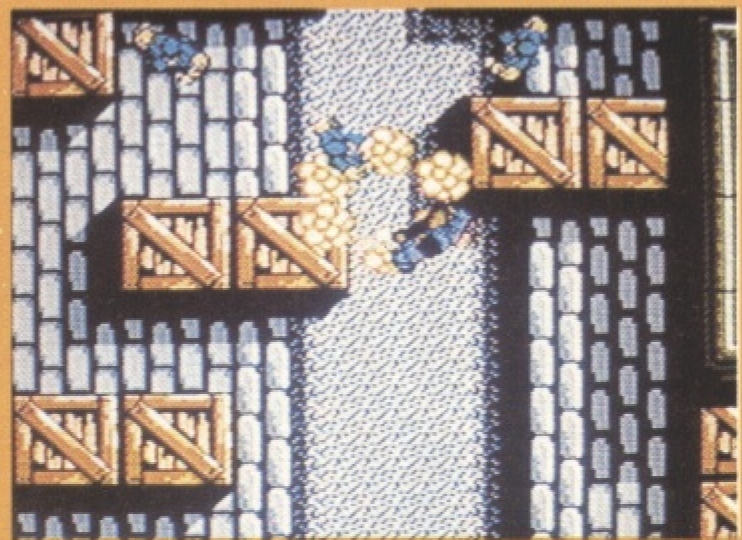
▲ *A deserted corridor makes for a thrilling picture.*







ACTIVE REAGENTS

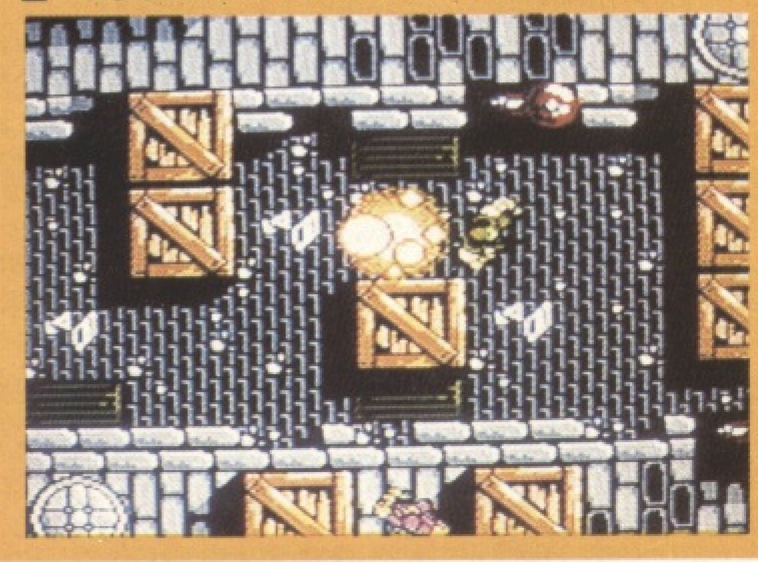


▲ *Plenty of explosive action here.*

Three agents are commanded in Mission: Impossible, giving the player the equivalent of three lives. Not only this, but each of the three agents has his own special abilities, activated by swift presses of the A button for an attack, or B button for a special item. The team leader Jim has a machine gun and land mines - great for large-scale destruction. His first team-mate attacks with deadly fists and stun grenades while the other hurls deadly boomerangs and has the power to make himself invulnerable to any attack for a few seconds. It might sound like the Sinister 7 have no chance against such well-endowed enemies, but beware - special items have only a limited number of charges before rendering themselves useless!



▲ *Words of wisdom from a secret contact.*



COMMENT

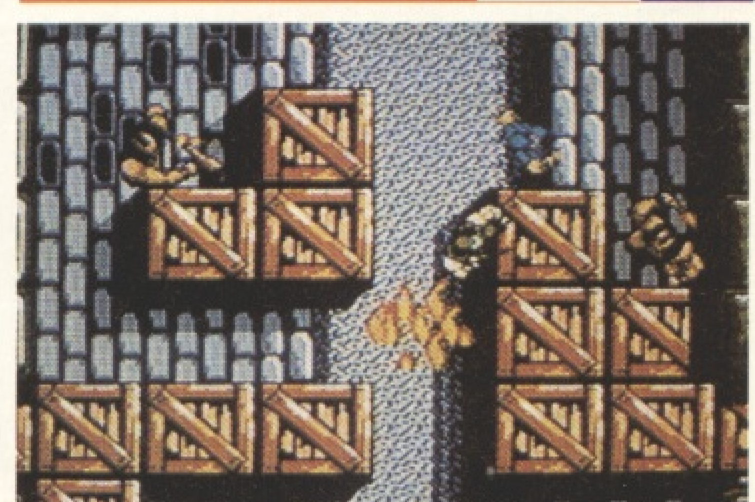


JULIAN

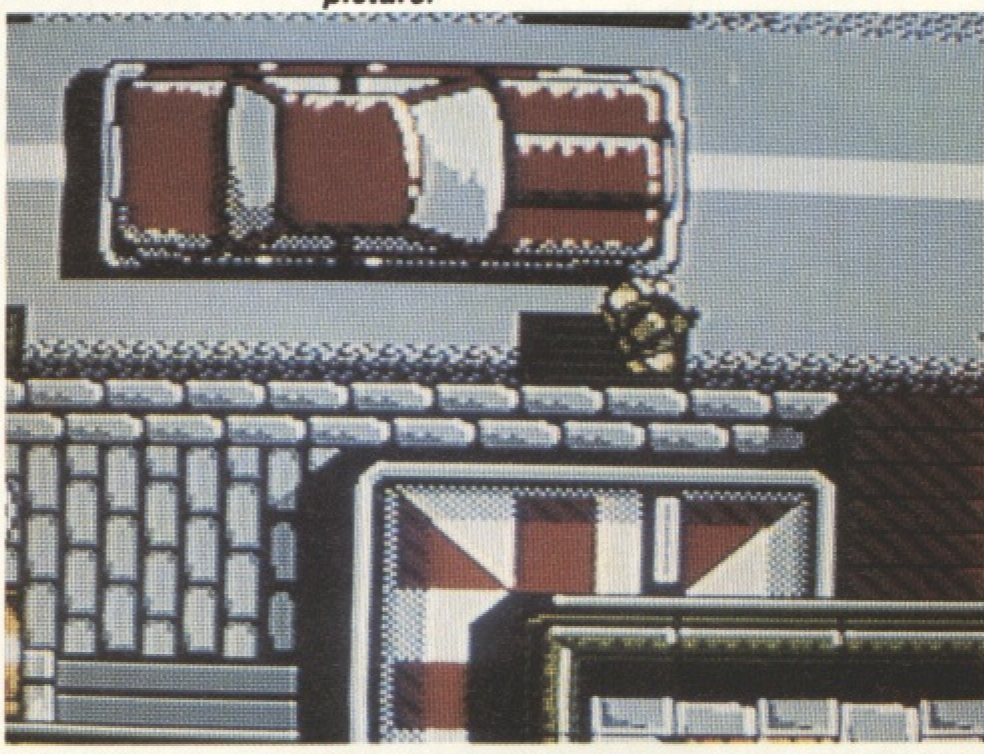
Mission: Impossible reminded me of Metal Gear, but while Metal Gear was a bit naff, this is top notch, even though it doesn't look like it from the rather drab graphics. What you can't see is that there's tons going on. Once you start playing, you really get engrossed in the action as you try to solve the many puzzles scattered throughout the game. If you're after an original and challenging game with loads of variety and plenty of different things to see and do, check this out immediately.



:IMPOSSIBLE



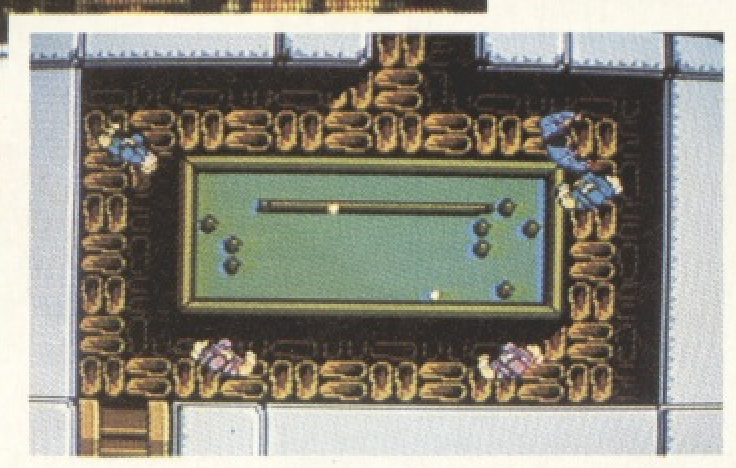
▼ *A deserted corridor makes for a thrilling picture.*

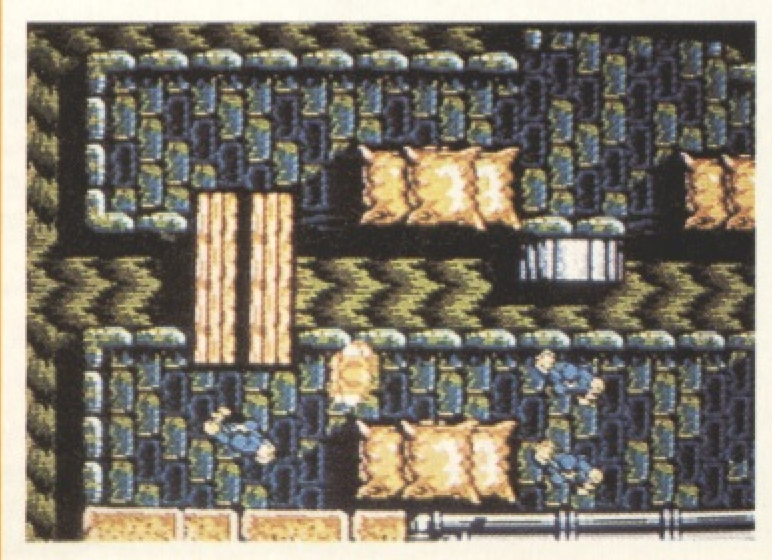


TV-STYLE PRESENTATION

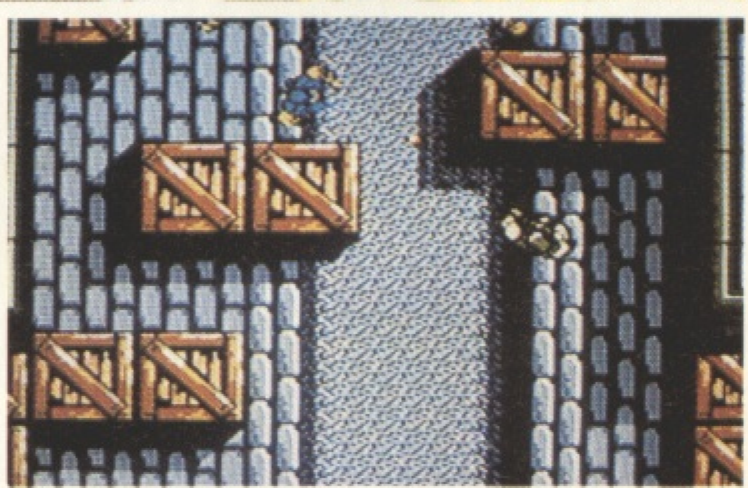


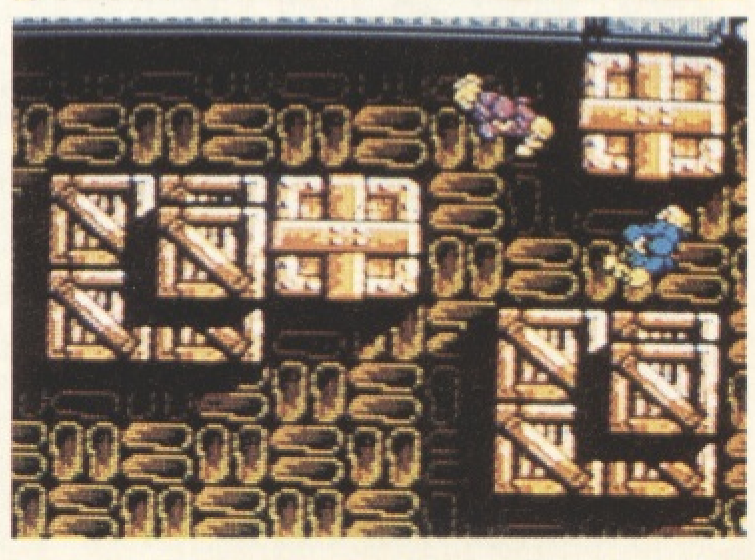
Fans of the Mission: Impossible TV programme will be overjoyed at the sight of the show's original intro sequences which have packed in to the game. These include a Nintendo-ised version of the original theme tune, the legendary fuse, the immortal quote "Your mission, should you choose to accept it..." and to top it all, the self-destructing message!



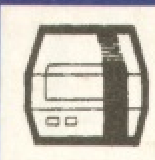


▲ *Some more enemy agents buy the farm.*





▲ *Oo-er! These baddies are too close for*



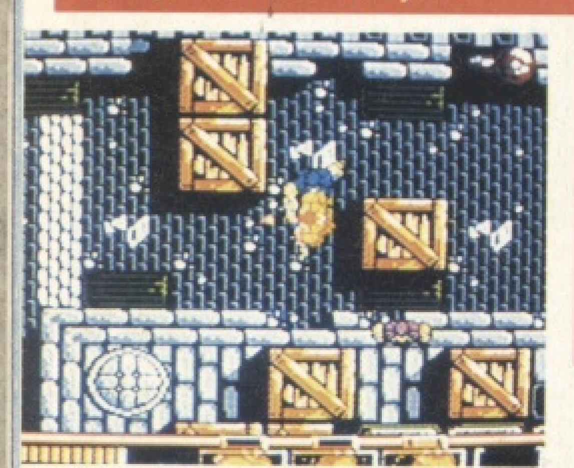
REVIEW

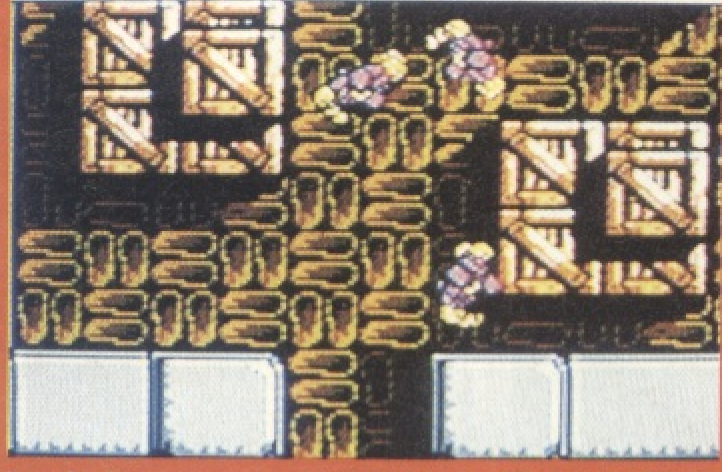
DASTARDLY DOUBLE AGENTS

Dispersed throughout the game are undercover contacts. Their role in life is to provide the player with information vital for success. For instance, one may explain which route to take to avoid danger, or how to progress to the next level. However some of these contacts are in reality dastardly double agents who betray you to the soldiers of the Sinister 7 should you approach them! Ooyah!

'D BE SMART TO GO INTO THE ALLEY.

▲ *You'd be smart to watch out for bad advice.*





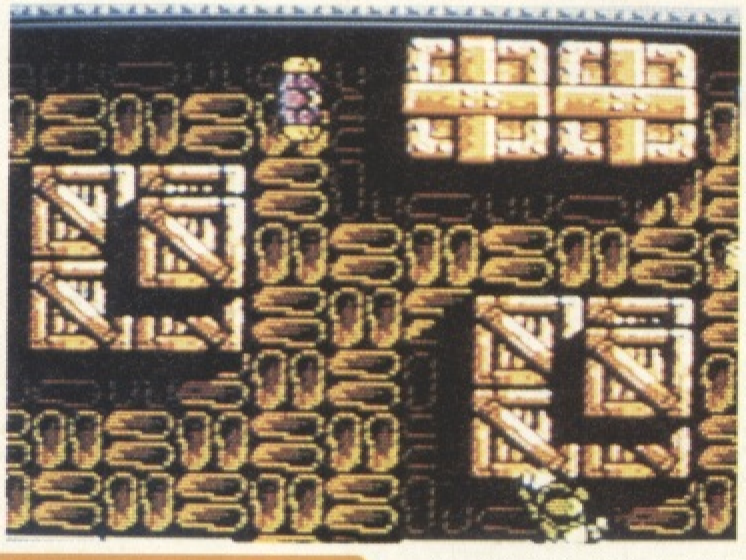
▲ *A close-range gun battle is on the cards here.*

COMMENT



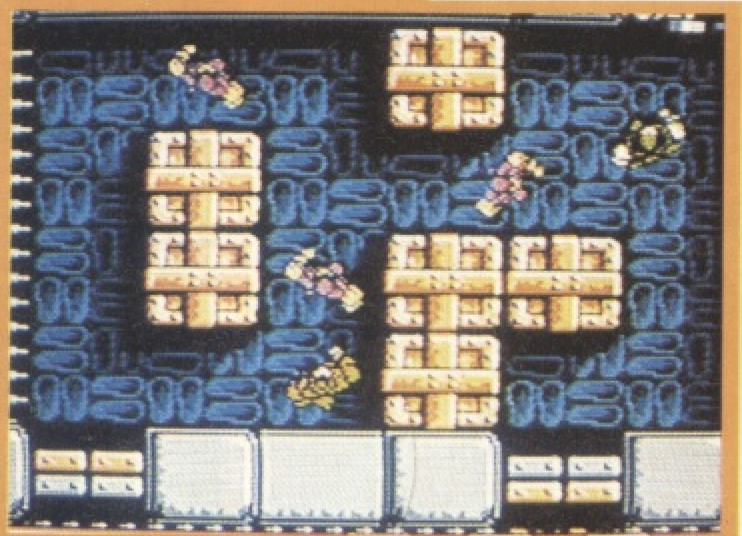
RAD

It must be said that Mission: Impossible isn't exactly the most inspiring license in the world, so imagine my surprise when this NES game turned out to be really good fun. The graphics aren't much to speak of, the sprites are simple and the backgrounds are just repeated character blocks with drab colours. The sound is okay though, with a faithful rendition of the TV score and some decent effects. What really stands out about Mission: Impossible is the involvement it produces. The map is quite large, with a great deal happening all the time. There are lots of secret rooms to discover, contacts to find and puzzles to solve. Mission: Impossible is a thoroughly playable and addictive game which is well worth a look.



▲ *Get that Medi-Kit!*

WRITE ON

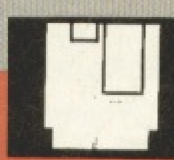


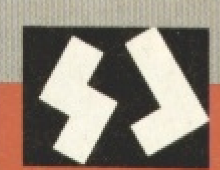
In order to rescue the Doc, the player first completes a number of sub-missions. On level one, six switches must be found and turned off to disable a defence mechanism. As each one is tripped a clue is given hinting at the location of another important place or action. Write these down as you'll need them later on.

ULTRA GAMES
MISSION: IMPOSSIBLE
START CONTINUE
KONAMI INDUSTRY CO., LTD.
LICENSED BY NINTENDO OF AMERICA INC.
ULTRA GAMES IS A TRADEMARK OF ULTRA SOFTWARE CORPORATION.

BY: KONAMI
PRICE: £34.99
RELEASE DATE: JANUARY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-2 PLAYERS





PRESENTATION 80%
Wonderfully atmospheric intro. Password option is smart.

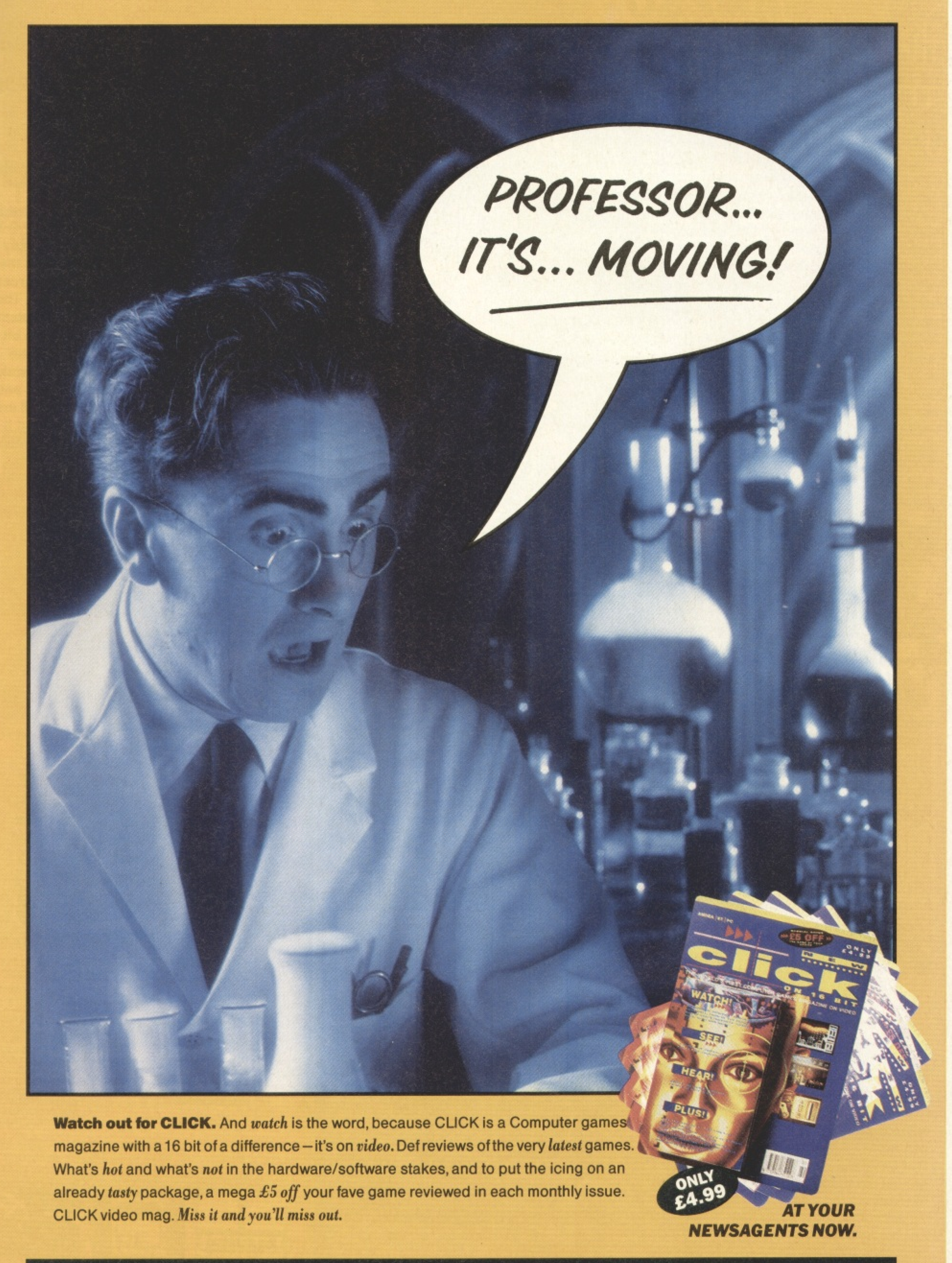
GRAPHICS 64%
Nothing to write home about here. Functional is the kindest word for these average graphics.

SOUND 71%
Good tunes, with the title track being the high point. The effects aren't bad at all.

PLAYABILITY 86%
Responsive controls coupled with multi-beweaponed agents and thrilling gameplay make this tops in the playability

LASTABILITY 87%
The sheer number of sub-missions and the large play area provide plenty of lasting potential.

OVERALL 86%
A great blend of action and adventure which captures the spirit of the TV show well and provides a brill game into the bargain.



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GAMEBOY REVIEW

R·TYPE™

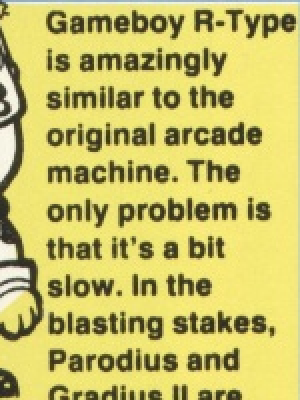
Jeepers! The Bydo Empire has massed a huge alien task force on the edge of the galaxy, and it's heading straight for Earth! An all-out attack with space cruisers would be impossible, owing to the fact that the Bydo scum could pick them up on their scanners and listen to their mobile phone calls (and then presumably blast them out of the cosmos). No, only the tiny R-9 fighter, with it's anti-scanning alloy shell can blast off into the inky vastness that is space and take on the Bydo Empire in an all or nothing space battle.

If you hadn't figured it out yet by looking at the screenshots, R-Type is a horizontally scrolling shoot 'em up with the usual plethora of power-up weapons, waves of enemy sprites and end-of-level super bosses. There are five levels of blasting action, each more dangerous than the last, choc-a-bloc with Bydo aliens.

Can you defeat the whole damn lot of them and then survive an epic confrontation with the Bydo leader, the absurdly named El Supremo?



COMMENT



Gameboy R-Type is amazingly similar to the original arcade machine. The only problem is that it's a bit slow. In the blasting stakes, Parodius and Gradius II are better, but if you can't wait until they're released, this is worth checking out.

JULIAN

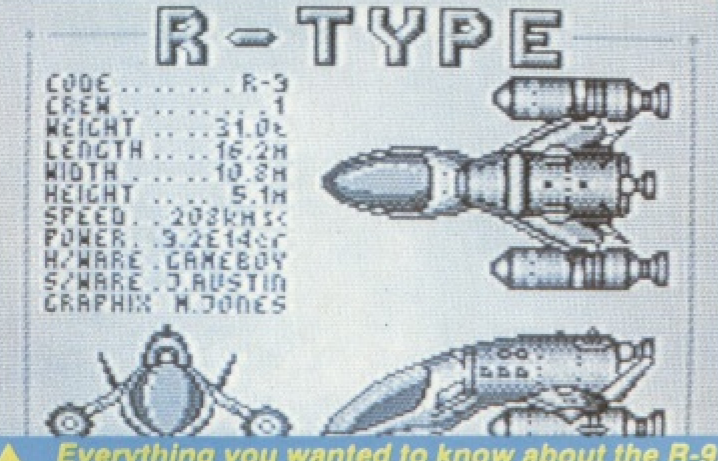
COMMENT

This is something of a technical achievement for the Gameboy, but it's quite slow and in the excitement stakes it isn't as good as the skillful Parodius. If you've got that, I'd wait to see if Gradius II is any good before getting hold of R-Type.

RICH



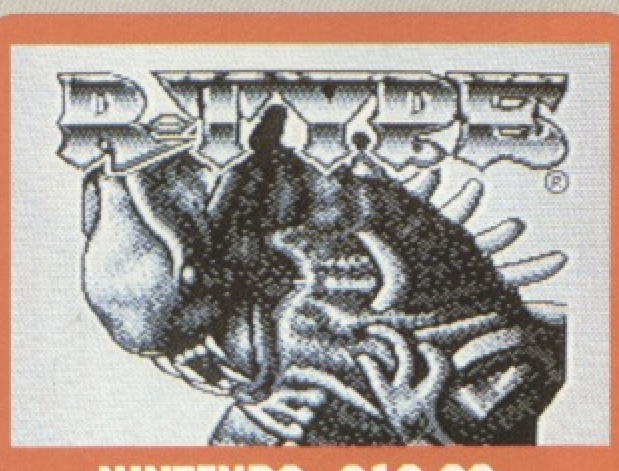
▲ *This Bydo meanie's about to die.*



▲ *Everything you wanted to know about the R-9, but were too uninterested to ask.*



▲ *Meet the second end-of-level boss.*



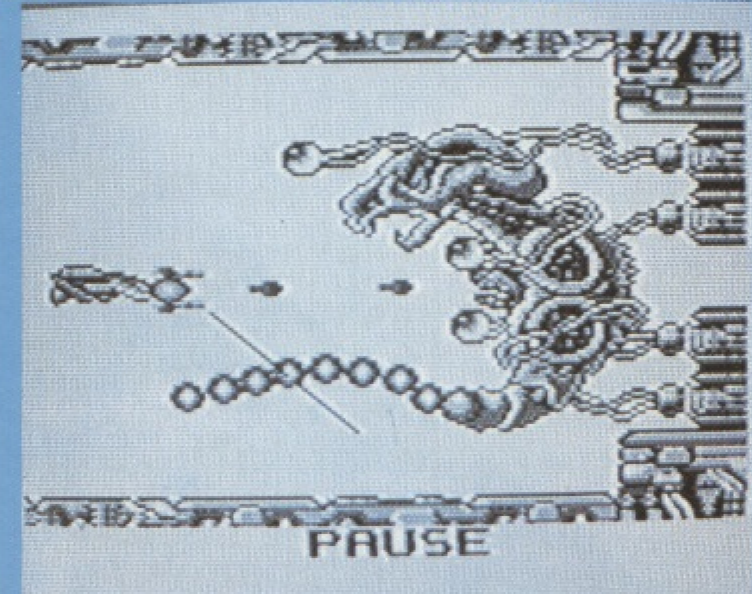
USE THE FORCE

Collect a power-up, and an indestructible pod (known strangely as The Force) attaches itself to your ship. Three different weapon variations are found in the game.

REFLECTIVE: This laser bounces around the scenery, destroying everything it touches.

FIRE CHAIN: Hugs the ground, destroying everything it touches.

BUBBLE UNIT: Covers a great area in front of the ship.

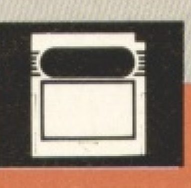


NINTENDO £19.99

RATINGS

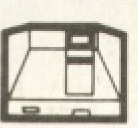
PRESENTATION	90%
GRAPHICS	91%
SOUND	80%
PLAYABILITY	77%
LASTABILITY	83%
OVERALL	82%











REVIEW

KLA

It's the arcade puzzle game second only to Tetris in the best-puzzle-game-ever stakes. It's the game that had thousands of cool, Pepsi-drinking Californians super-glued to coin-op cabinets. It's Klax, the tic-tac-tile game requiring skill, genius and cunning amongst other things.

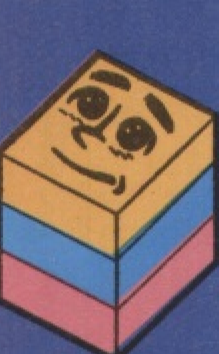
The aim of Klax is simply to klax. You klax by creating klaxes. As you'll see from the screenshots the game is set on a 3D ramp. Different coloured tiles roll along the ramp, and it's your job to collect these tiles and arrange them in the bin below the ramp. A klax is a just three (or more) tiles of the same colour placed in a straight line. This straight line can be either horizontal, vertical or diagonal. Once a klax has been created, the tiles vanish, enabling you to fill up the bin with even more tiles in pursuit of more klaxes.

The game itself is divided up into 99 waves, and each wave has a different objective. For example, on wave one, you just have to complete three klaxes before moving onto wave two. Later on things get more difficult. For example, you may have to survive a tide of 100 tiles, or clock up 10,000 points to progress. Once you've completed wave 99, the game is won.

You aren't permitted to let any of the tiles fall off the ramp without you collecting them with your paddle. You're only allowed to let three go over before the game ends. Reach a warp wave, though, and your tile-count is cleared.

However, real Klax-perts couldn't care less about completing wave 99. Apparently the real test in Klax is in amassing as high a score as possible...

COMMENT



RICH

I like a good puzzle game, and the original version of Klax is one of the best. This Master System translation is almost arcade perfect. The graphics are excellent, with the backdrops of the coin-op perfectly reproduced. Although the speech is missing, the sound is still all right, and the extra bonus tune isn't that bad at all. But it's the playability that's all important and Master System Klax scores very highly. The controls are super-responsive and every arcade Klax tactic can be used in this version too! Guaranteed to last longer than most traditional arcade games, Klax is the best puzzle game available on the Master System, and well worth investing your 2,999 pennies in.

▲ *Constructing a cunning klax.*

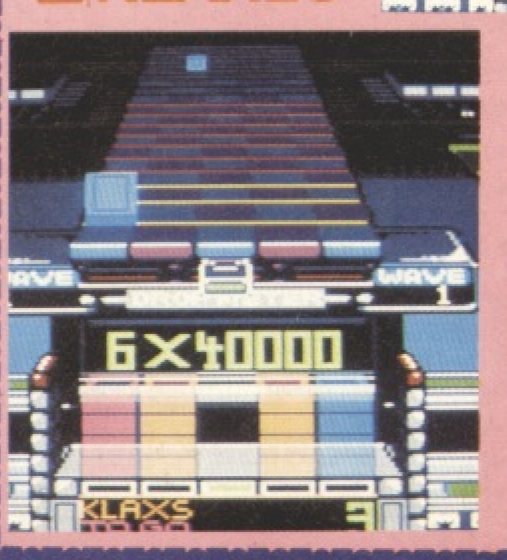


▲ *There's 10,000 points for this five-klax!*



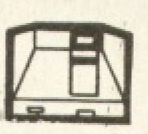
▲ *Oo-er! Something's gone very wrong.*

MULTIPLE KLAXES



The score multiplier is the high scorer's best friend in Klax. When tiles disappear after completing a klax, the tiles on top fall down. If these should fall to form a klax, you get double the score. If the tiles above this klax fall into another you get triple the score for the klax. Sounds interesting? Well, put it this way, there's one klax which creates so many multiples you end up with a score of over 265,000! That's a whole lot of points.

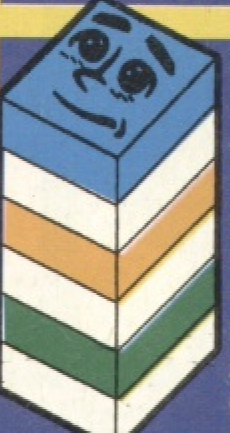






A fine diagonal four-klax there!

COMMENT



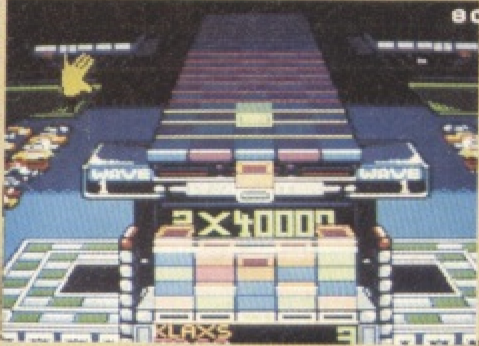
JULIAN

Klax has to be one of the most converted games of all time! As well as the original coin-op, I've played the Spectrum, Amstrad, C64, GX4000, SAM Coupe, PC, ST, Amiga, Lynx, PC Engine, Megadrive, Nintendo and Gameboy versions! But of them all, I think this Master System version is the best yet! The control method is crisp and precise and the tiles fall forward at just the right speed to maintain a truly manic challenge, yet not make the game so hard you give up with frustration. Klax is definitely the best arcade puzzle game available on the Master System - players with cat-like reflexes and lightning quick logic shouldn't miss it.



Two klaxes merge here for a point-scoring bonanza!

WARP WAVES AHOY!



If completing the game is your prime objective, using the Warp Waves is your best bet. There's no secret as to which waves are warp waves because it tells you just before the action begins. However, to successfully warp, you must construct a BIG X (as pictured). The BIG X gives you lots of big points too. Good eh?

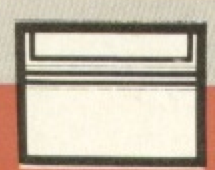


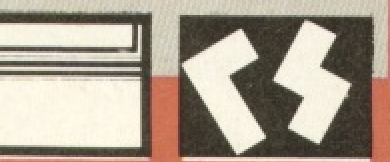
BY: DOMARK

PRICE: £29.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 80%

Absolutely loads of options to fiddle with.

GRAPHICS 84%

The backdrops are almost arcade-quality, but the tile sprites are a little disappointing.

SOUND 85%

Surprisingly good music plays throughout, and there's a variety of decent spot effects.

PLAYABILITY 91%

Superb controls and instantly addictive gameplay means that you shouldn't start playing this if you've got other to do.

LASTABILITY 86%

Loads of levels and the type of game which never seems to get stale makes this one of the longest-lasting puzzle games around.

OVERALL 88%

Brilliant controls and highly addictive gameplay make this the best version of Klax available. A must for arcade puzzle fans.

HOTLINES

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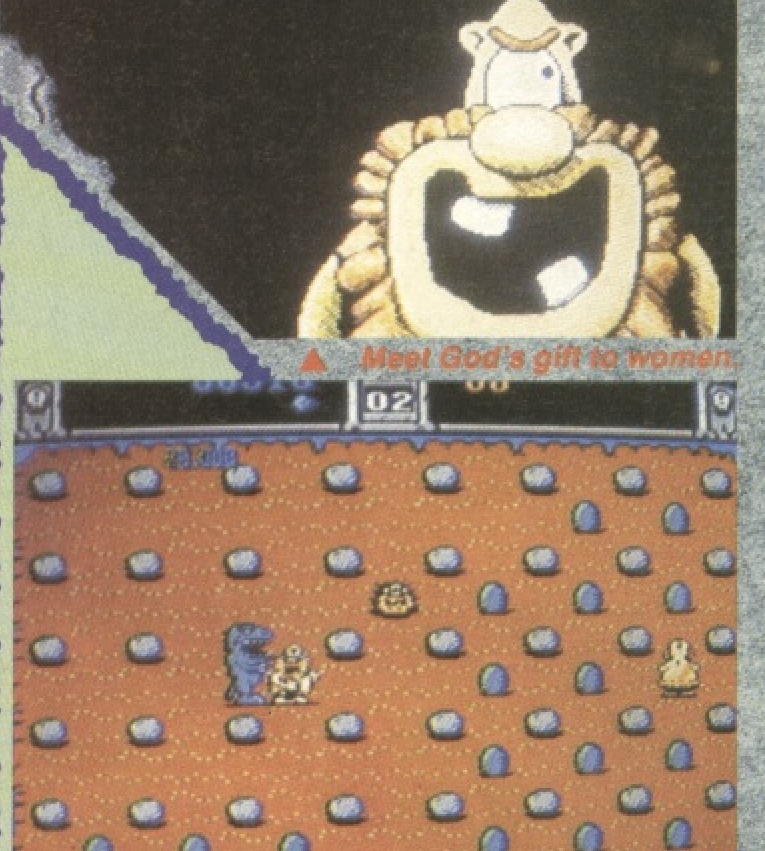
Want to try and win enough games to fill your Y-fronts to breaking point?

0839 335525

TROG

Bloop the dinosaur is an unfortunate little chap. It just so happens that his deadliest enemies the Trogs have taken over the islands of Og on which Bloop resides. Not only this, but Bloop and his pal Spike have a passion for eating Trog eggs which the Trogs obligingly leave lying around outside. This leads to all sorts of hanky-panky as the Dino-mites (!) Bloop and Spike venture into Trog territory to eat the eggs and the Trogs chase after them with the express intention of gnawing on their lightly cooked flesh. Grab all the eggs on an island and you escape to the next one. Fail and you're treated to a little scene of a Trog slicing up and eating Bloop and Spike!

Trog is very much like a battle version of PacMan. Your small Dino-mite legs it around the islands dodging and biffing the aggressive cave-men and munching their eggs. The going gets a little tougher later on as routes are blocked off with dinosaur bones, meaning teleporters and catapults must be used to reach some parts of the island!



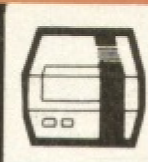
▲ Meet God's gift to women

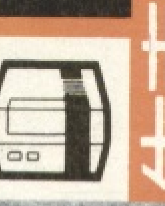
DIZZY DINOSAURS

Spike and Bloop might look like a harmless pair of mini Triceratops babies, but they are in fact the transforming dinosaurs of doom. Munching on a red flower endows our prehistoric heroes with extra speed, allowing them to zoom around the islands faster than Maggie Thatcher in a Westland helicopter, whilst blue mushrooms slow them to a crawl reminiscent of Nicholas Ridley's thought speed. Eating hot tamales inflames our dino friends with such spiciness that they are instantly capable of spitting fire at Trogs. Best of all, though, is the pineapple. One of these transforms the eater, for a limited period only, into a terrifying Trog-eating Tyrannosaurus Rex!

CAVEY DAVEY

Later islands are comprised of several sections, each one fenced off from the other, or even divided by a gaping chasm. There are two ways to cross these. Fences are easily crossed using transporter caves. These caves have a symbol on them, and your dino is transported to the cave with a matching symbol. This is especially important to remember when you're on an island with up





▲ It's pac-style action in Trog, as you can see.

▲ Close-by meanies get the fist treatment

COMMENT

RAD.

If you're an NES owner who's been steaming with envy over the Megadrive and Master System PacMan games, steam no longer. Trog is really just a PacMan variant with a few new bits bolted on to protect it against the lack of variety which was the downfall of the original PacMan. Graphically Trog is nothing much to speak of, and the sound is also inoffensive. The gameplay is quite fun, with plenty of eating and teleporting action, although you do tend to fall off the edge of the island with no warning when things get hectic. In the end, though, despite all the additions, Trog still lacks enough action and variety to make it really special. Undoubtedly, it's a great conversion of the coin-op, but only Pac-fans need apply.





to eight caves! Chasms can only be breached using a catapult. These handy devices lob the spiky ones over the gap - but be careful there's not a Trog patrolling your landing patch!





PERILOUS PITFALLS

The Trogs aren't the only ones out to get you - there are also the distant cousins of the Trogs who have springy feet to trample all over you, tar pits which appear from nowhere to swallow your personage and spinning wheels launched from underground which spang into you and cause your demise. It's also a good idea to steer clear of fires and bottomless pits, as falling into either of these is known to be bad for the constitution, as is falling off the edge of the island.



▲ Those warp tunnels lead to other parts of the maze.

▲ Collect those eggs, Bloop - NOW!



COMMENT

JAZ.

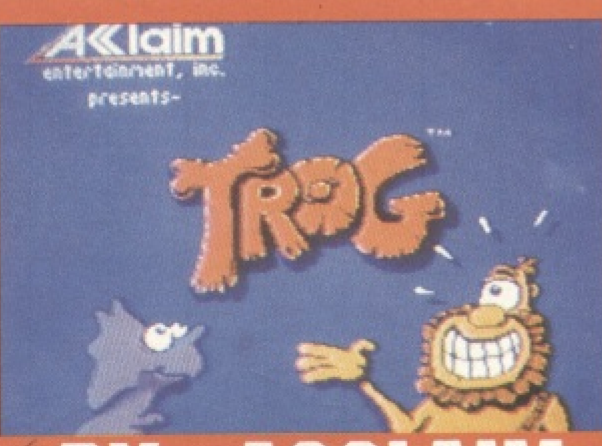
I really enjoyed this at first, but the problem is that even though there are three different bonus screens and the playfield layout changes from level to level, the egg-collecting action ultimately becomes dull. I like the humorous touches in the game - roastin' 'n' chompin' the Trogs is a hoot - but at the end of the day there's no disguising that Trog is PacMan with extra bits. The challenge level is never very high, and any player with reasonable skills should be able to get huge scores within a few days. Trog is one of those games that the whole family will love and enjoy. If you're a solo player out for some fast and challenging action, though, look elsewhere.

BONUS FEST

Completing a certain number of levels provides access to any one of three Trog bonus screens. Here, points are scored and Trogs annihilated. The three screens are Trog Feast, in which you are instantly transformed into a Tyrannosaurus and eat as many Trogs as possible within the time limit, Trog BBQ in which you roast loads of Trogs, once again within a time limit, and Diamond Stealing where you have a certain length of time in which to clear the screen of all the Trogs' diamonds, thus earning many points.



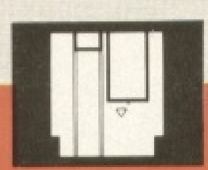
▲ There's plenty of bonus goodies available



BY: ACCLAIM
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE







PRESENTATION 70%

Not many options, but some "hilarious" intermissions.

GRAPHICS 78%

Small sprites, but enough colour to make it jolly.

SOUND 73%

None-too-horrific tunes and the effects aren't all that bad either.

PLAYABILITY 80%

Fast-moving and lots of fun to play.

LASTABILITY 71%

A veritable levels-fest, but the challenge is low and after a while it all becomes rather repetitive.

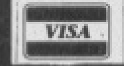
OVERALL 74%

A jolly game which provides plenty of short-term fun, but hasn't the variety to sustain interest.

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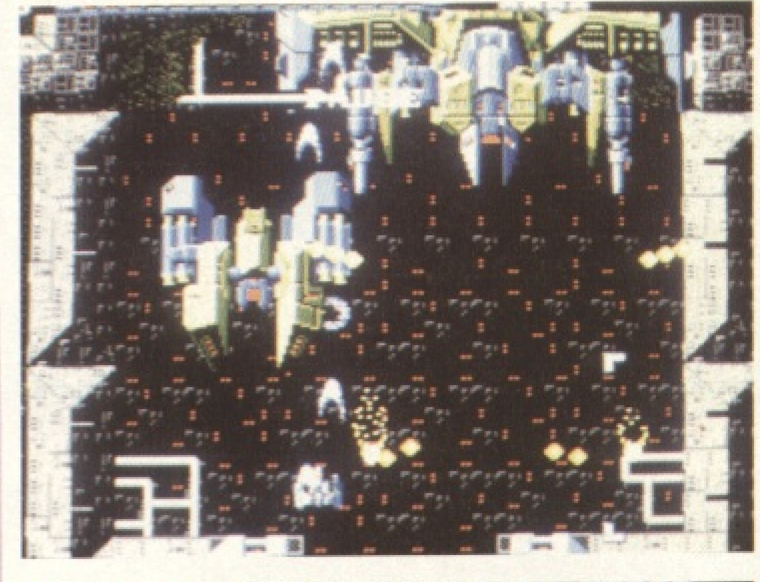
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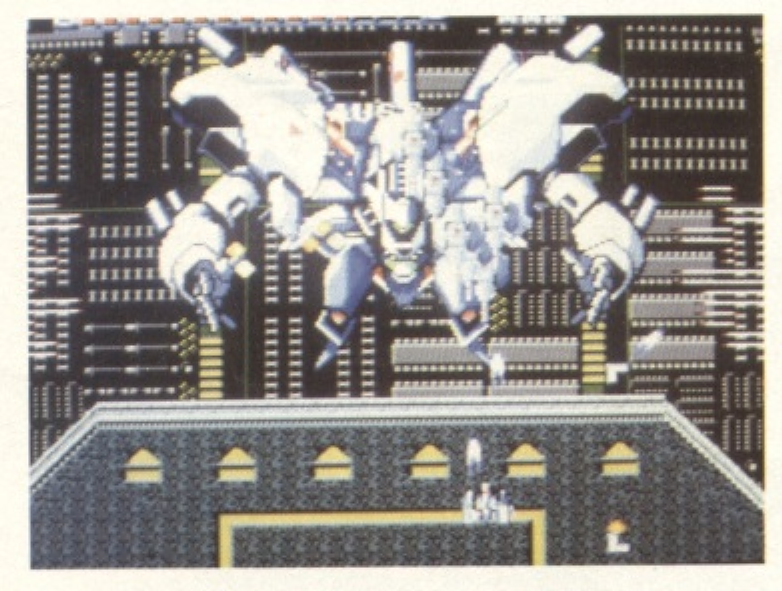
STORY

The year is 2016, and the Earth is ravaged by global war. However, peace conventions in the 1990s banned the use of nuclear weapons and all the fighting is carried out by super-powerful vehicles. One man is a mite peeved at all the devastation going on around him, so it's fortunate he is the owner of the legendary Granada X tank, the most powerful ever, and as a result is in a good position to do something about it. His plan of action is to randomly attack military enemy sites and forces until everyone sees the error of their ways and stops shooting each other.

Granada X is another Megadrive shoot 'em up, but this time it's got a few original ideas such as top-view multidirectional playfields and a novel control system. As usual though, there are lots of nasties to shoot, lots of extra weapons to shoot them with and, of course, those end-of-level guardians to contend with.





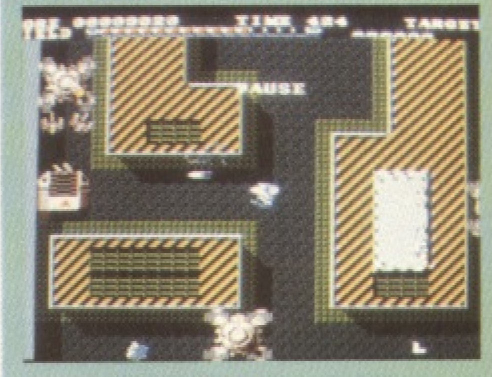


▲ *The final boss! Take out each of its limbs and blast its many weapons to complete the game.*



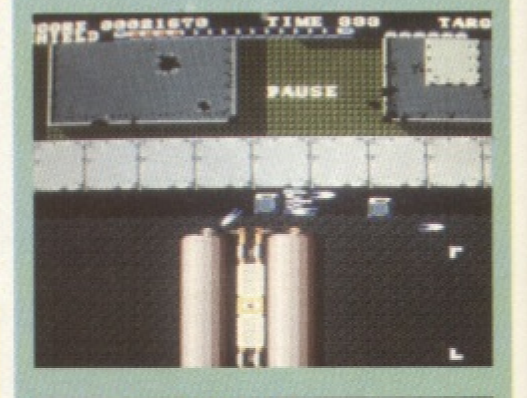
▲ *Granada's under a serious laser bombardment here. Watch out!*

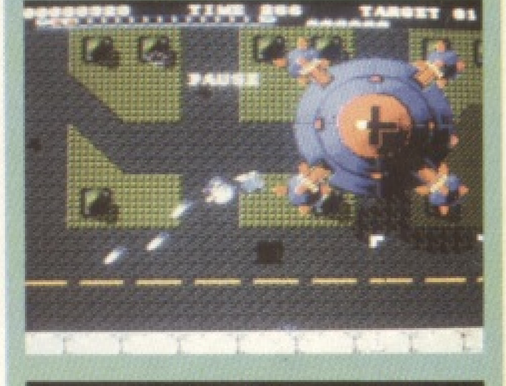




STAGE ONE

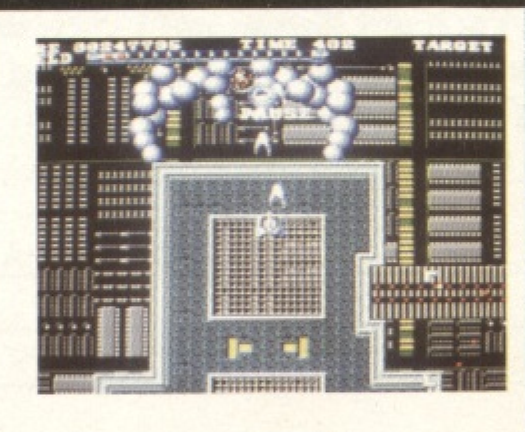
The first port of call is a peaceful section of the Tobora district. Watch out for the horrific flying fortress, Gible, at the end of the level.

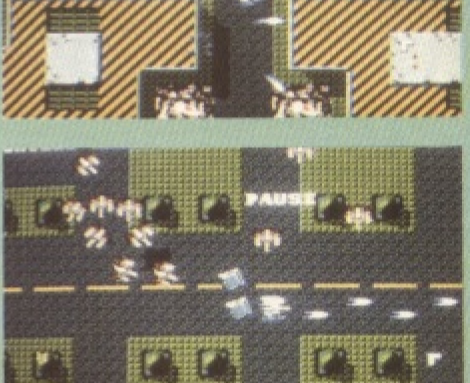




TARGETS OF DOOM

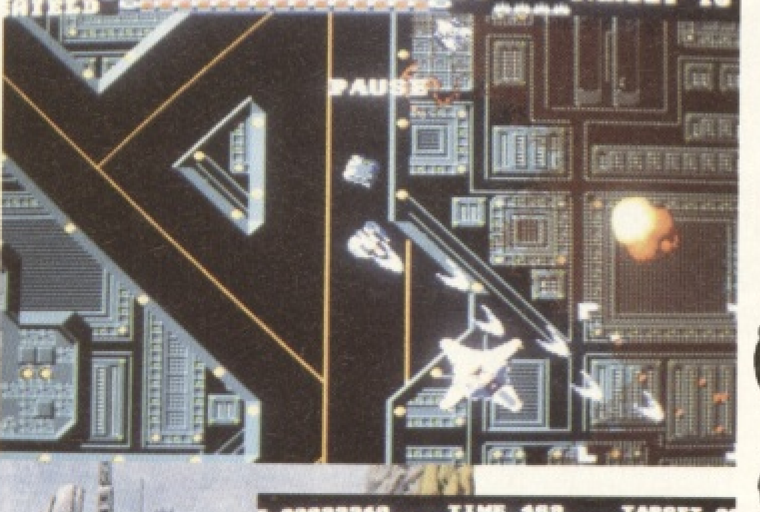
Unlike most Megadrive shoot 'em ups, Granada X scrolls in eight directions. Each level is set in a maze-like location in which several specific targets are located. Granada must hunt these down and destroy them to complete the level. Their approximate location is shown on a small radar screen, but finding them is still tricky since many of them move around.








▲ *Granada closes in on one of its mission objectives. These take multiple hits and there are eleven more to blast into oblivion after this one. Terrifying, isn't it?*

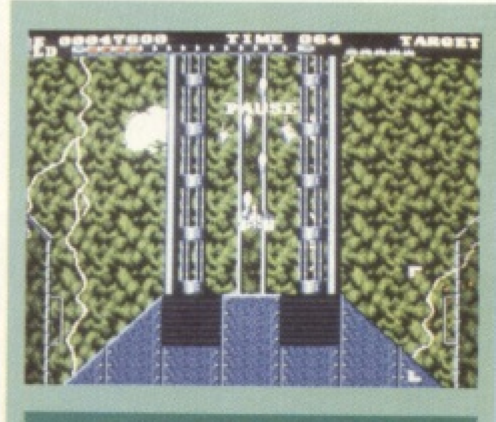




COMMENT

RAD

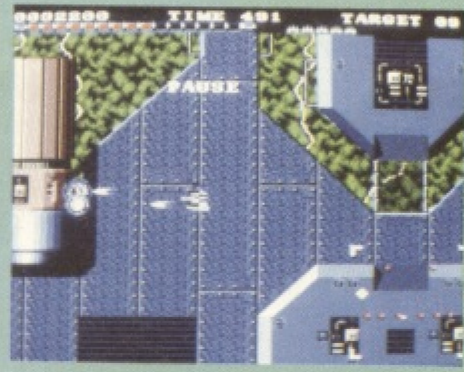
Blimey! It's a shoot 'em up on the Megadrive! I haven't seen a hundred million of these before, honest. It must be said that the genre is wearing thinner than Paul Daniels' hair, but Granada X fortunately has more redeeming features than said magician. The maze-like structure and seek-and-destroy missions put it a cut above the standard linear scroll blasters, and the sheer variety between levels mean that there's plenty here to keep you coming back. If you're buying a new shoot 'em up and want something different, go for this.

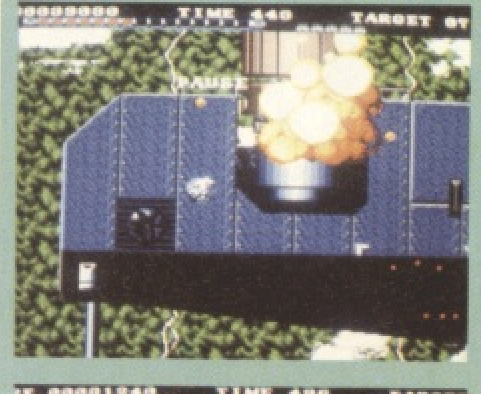


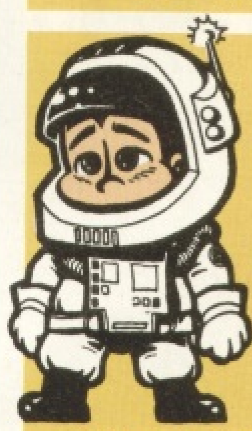
STAGE TWO

The battle moves to the flying battleship, Astarsha. It can only be destroyed by blowing up each of the massive engines on the wings.





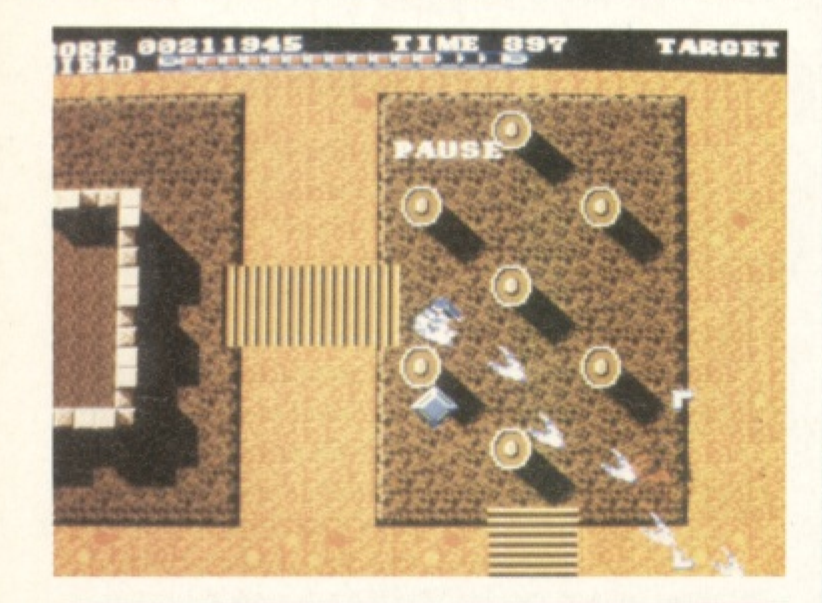




COMMENT

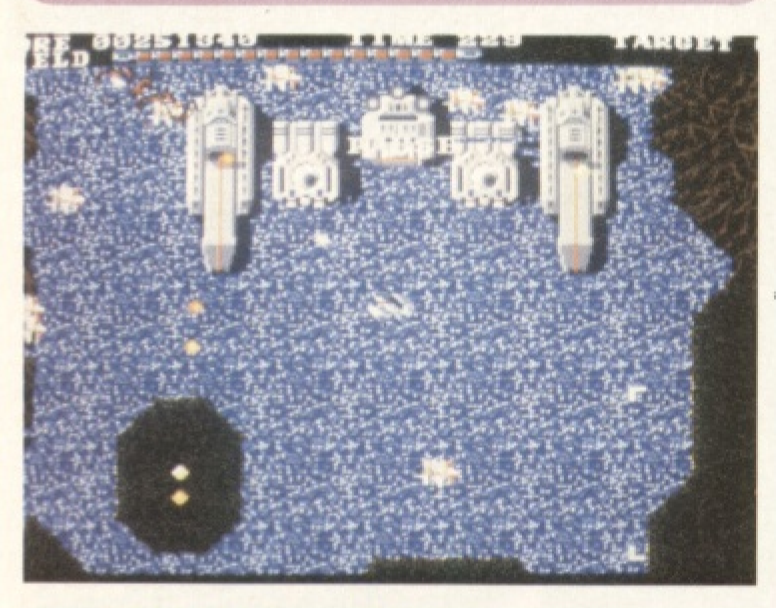
JULIAN

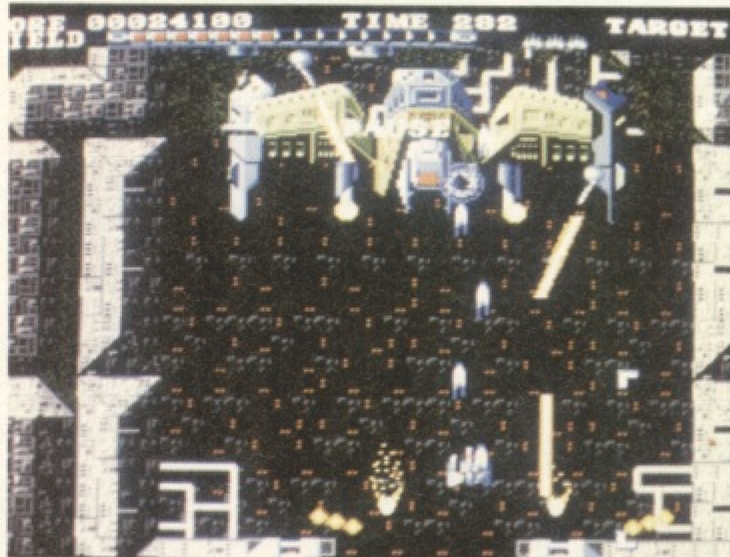
Don't judge this book by its cover! On the surface, Granada X is a sad sham of small, feeble-looking sprites and rather naff backgrounds. Get into it, though, and you find a really original and challenging blaster which tests the mettle of even the toughest of shoot 'em up addicts. The game gets better the further you go and on later levels there's a frenzied assault on your tank - if your reflexes aren't up to scratch, it's goodnight Vienna! Granada X doesn't rank as an absolute must, but if you're a fan of difficult-to-complete, fast-action games, check this out.

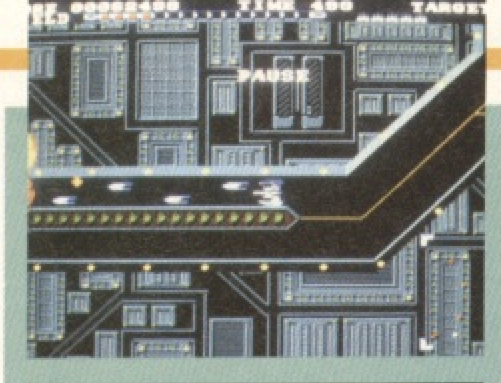


WEAPONRY OF DESOLATION

Being a miracle of modern warfare, you'd expect Granada X to have some decent weapons to play with, and you'd be perfectly correct. Your tank starts out with two cannons - a standard rapid fire laser which is best used against large numbers of small opponents and a monster destruction plasma cannon, sixteen times more powerful than the regular laser! However, it's only single-shot, and the considerable recoil experienced when launching this death-dealin' projectile could push you over the edge of a skyway if you're not careful! Granada also has some topper support units, such as a flying disc which sprays laser fire all around, homing missiles and even spinning shield bombs.

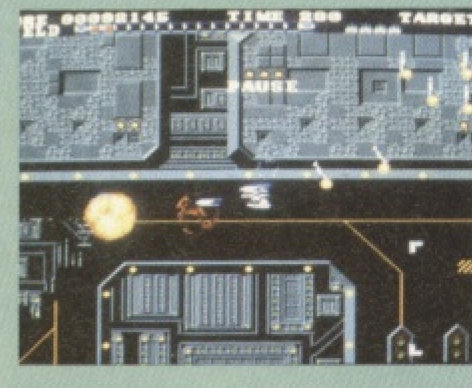


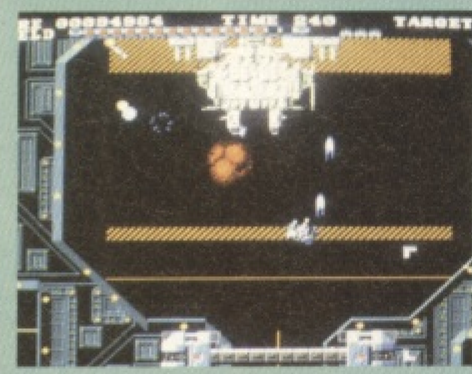


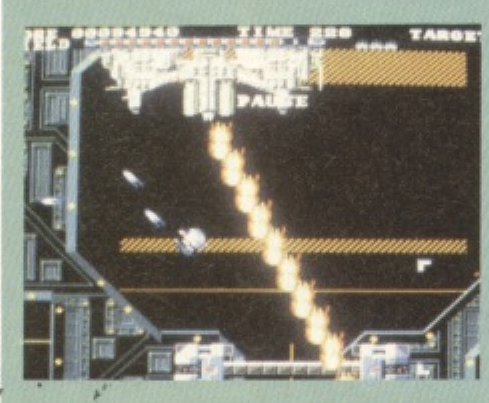


STAGE THREE

Noted for its high-altitude highways, the Shuba district is deadly. The boss here is the lethal Valsac. Blast or be blasted!

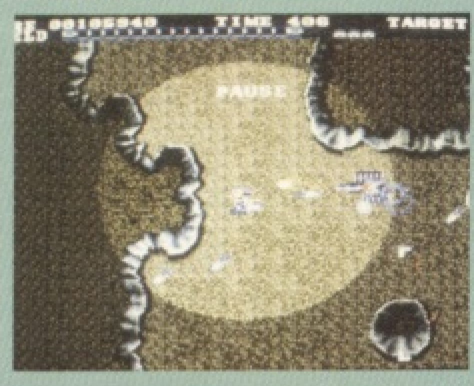


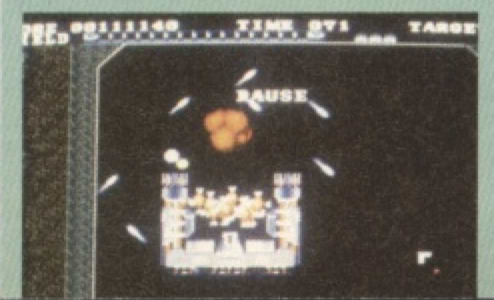




STAGE FOUR

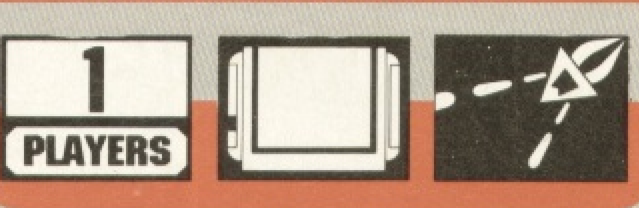
Night falls as Granada reaches the Kilomoto district, and eerie search lights illuminate the area. Can you survive long enough to face the deadly guardian?







BY: WOLFTEAM
PRICE: £34.99
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1-6
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: MEGA



PRESENTATION 80%
A fair few options and interesting controls.

GRAPHICS 71%
Titchy sprites and reasonable backgrounds.

SOUND 70%
The BGM isn't too hideous, and the effects are pretty good.

PLAYABILITY 85%
Much more depth than your average shoot 'em up, and great fun to boot.

LASTABILITY 80%
Quite a few not-too-easy levels and only three continues mean that there's plenty here to keep you challenged.

OVERALL 82%
An addictive and original blaster which is well worth checking out.

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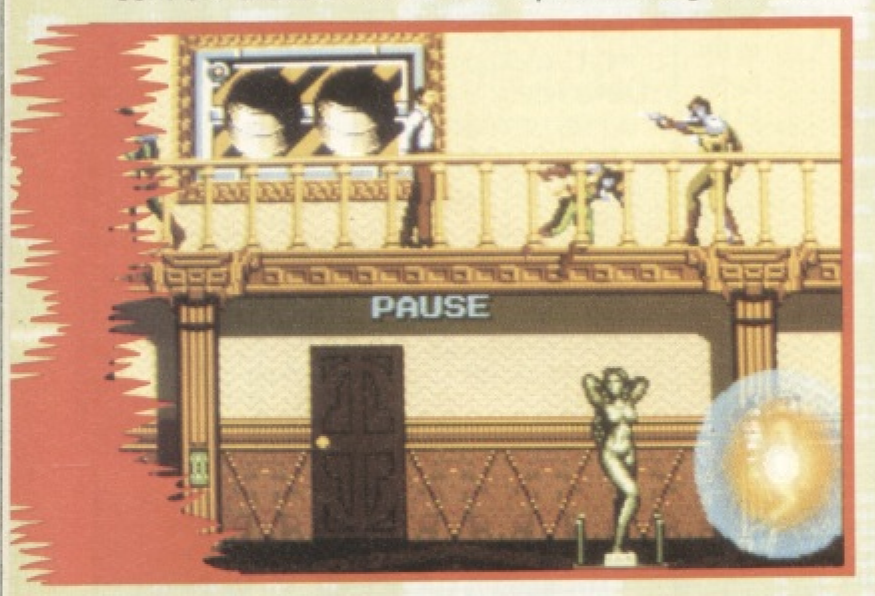
REVIEW

If you like watching the Simpsons or WWF Wrestling, 2014 is not the year for you. Many of Earth's communication satellites have mysteriously started to disappear. The global flow of information (and home shopping channels) has been disrupted and much of western civilisation has been thrown into chaos.

All is not lost yet, however, as one Government organisation still has its secret satellites operational and therefore has enough information to solve the mystery. That organisation is the Special Assignments Division, and they've dispatched their top agents Albatross (hero of the original Rolling Thunder) and Leila to find out what's going on. The news is bad however. Alby's old nemesis, the terrorist organisation GELDRA, has risen anew and is destroying satellites like there's no tomorrow so they can take over the world and make sure there IS no tomorrow!

Albatross and Leila have just two game days to get through the eleven platform levels that make up the entire GELDRA organisation and destroy the nerve centre. Failure will result in the planet being doomed...

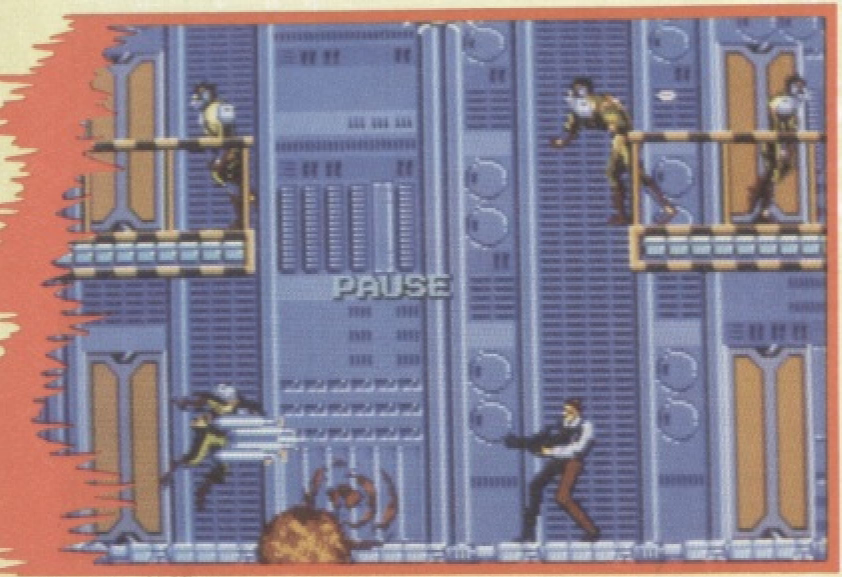




ROLLING T

BANG! CLICK! OO-ER!

The plot of Rolling Thunder 2 might sound like a movie, but there's one element of the game which is firmly based on real life. Each agent has only a limited supply of bullets with which to shoot people. More bullets can be found behind doors, but should you run out, you must resort to your taser. This fires slow-moving, feeble jolts of energy which aren't much use against more than a couple of GELDRANS at once.







JIM MORRISON'S PALS

In Rolling Thunder 2, men are men and doors are doors. Proper doors that you can open, leaving you free to search the room concealed behind them. A few of these rooms are host to some topper goodies, such as extra bullets, extra time, bonus points and special weapons, but the vast majority are empty. To make life easier for you, those helpful GELDRA chappies have signposted the most useful rooms.

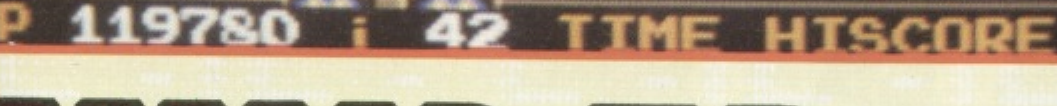


▲ ***The gate opens here, spewing out legions of hideous, deformed GELDRANS. Blast 'em all!***









DOUBLE AGENT ANTICS





THUNDER 2

PEOPLE ARE STRANGE

Doors have more than one purpose. If you're about to get massacred by an army of GELDRANS, dodge into a doorway and watch their bullets whizz harmlessly past you. Doors aren't the only scenery which allow you to do this, either. There are alcoves in caves, and much of the Egyptian level is taken up dodging in and out of netting under the high walkways.





▲ *A dramatic shot here as Leila jumps around a bit.*



▲ *Ducking into the shadows, Albatross dodges enemy fire. Leila isn't so lucky.*

COMMENT

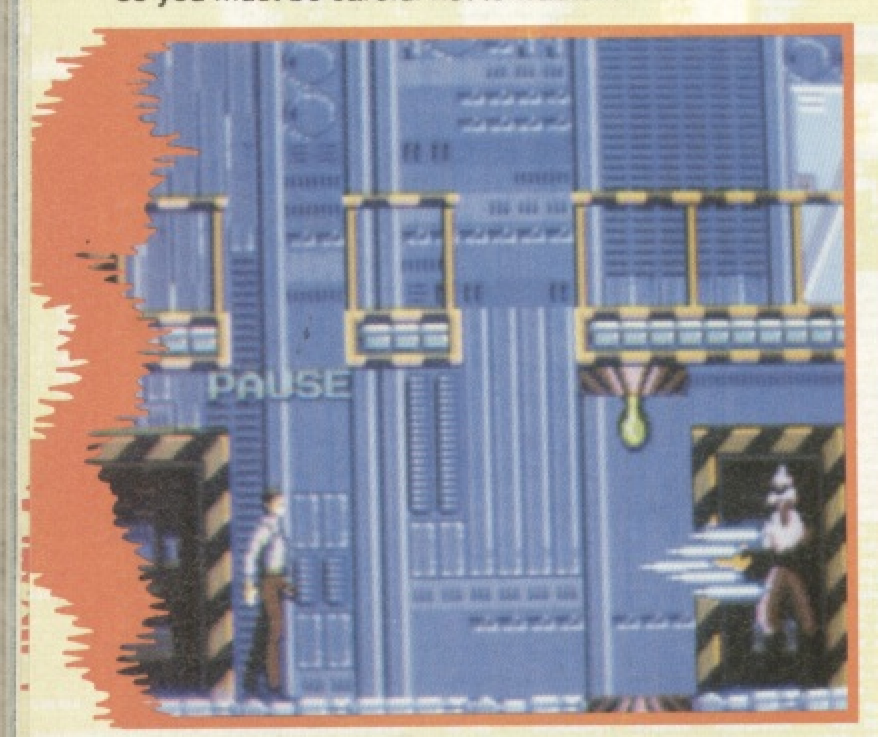


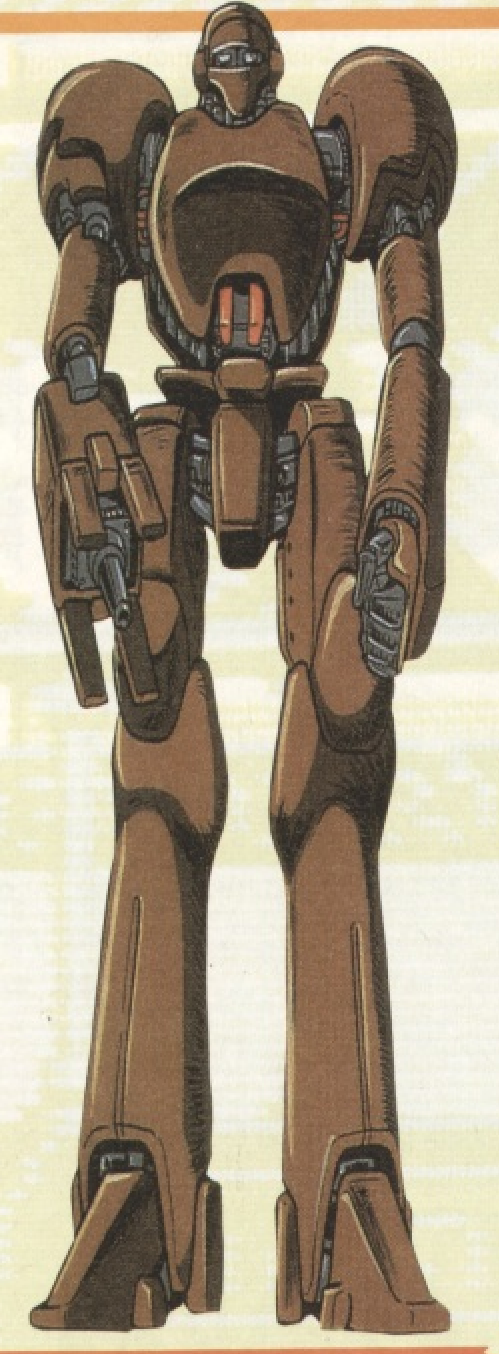
RAD

Well, if it isn't a platform shoot 'em up. There aren't many of those on the Megadrive, I'm sure. Luckily for Rolling Thunder 2, it's one of the best examples of the genre yet seen. The formula may look a bit dated and simplistic nowadays, but it's so much fun to play that it doesn't really matter. The graphics are very good, the animation on the sprites is great and the backgrounds are excellent. The sound is of a high standard too, including a selection of top-notch tunes. Rolling Thunder 2 also packs a real challenge, there are eleven long levels and they get very difficult. A password system is used instead of continues, so you never have to play the earlier levels you've completed again (unless you want to). Rolling Thunder 2 is a top quality game packed with action and excitement, although it doesn't quite have that grab factor to make it a Megagame. Highly recommended to those looking for a proper challenge.

FRAP RAY JAPERY

At certain points during the game, a special weapon is made available to you. These are often vital to allow you to progress, such as level two's flamethrower. Without it, it's virtually impossible to defeat the end-of-level guardian. These weapons come with a limited supply of ammo, which cannot be replenished, so you must be careful not to waste it.



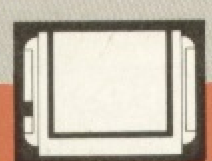




BY: NAMCOT
PRICE: £35.00

RELEASE DATE: NOW
GAME DIFFICULTY: HARD
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: VERY FAST






WARNING!

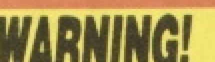
The import version of Rolling Thunder 2 will not work on any UK or American Megadrives, even with a converter or on a converted machine. Furthermore, if you have a Japanese Megadrive configured to work with UK PAL TV sets, it also will not work. Rolling Thunder 2 only works on Japanese SCART Megadrives. So unless you're running a Japanese SCART machine, buy the official version of the game.

COMMENT




RICH

If you've played the arcade version of Rolling Thunder 2, you'll be instantly amazed by how close this Megadrive conversion is! The backdrops, sprites, tunes and effects are all nigh on identical to the original coin-op! What's more, the Megadrive version goes one better by actually improving on the coin-op by adding levels - now that's value! The gameplay itself is fast, fun and instantly addictive - especially in two-player mode, where you almost have to fight each other to get hold of the extra weapons and ammo! The game is seriously challenging too, as later levels produce hundreds of evil GELDRA agents to blow away. Although the action is slightly repetitive, there's no denying that it's great fun to play. Give it a whirl and you'll see what I mean.



THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

PRESENTATION 90%

Great intro, end-of-level and intermission screens, plus fab sound test and heaps of options.

GRAPHICS 87%

Large and detailed sprites with funky animation and neat backgrounds.

SOUND 88%

Groovy tunes and violent-sounding effects top off the Bond-esque atmosphere.

PLAYABILITY 90%

Very fast and responsive. There's a lot to do and it's a lot of fun doing it (oo-er).

LASTABILITY 82%

The large number of levels and high difficulty mean this should keep you going for weeks.

OVERALL 85%

A brilliant and exciting game which is well worth the money! Check it out - but don't forget what we've said about official and import versions!

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TOP 10 CHARTS

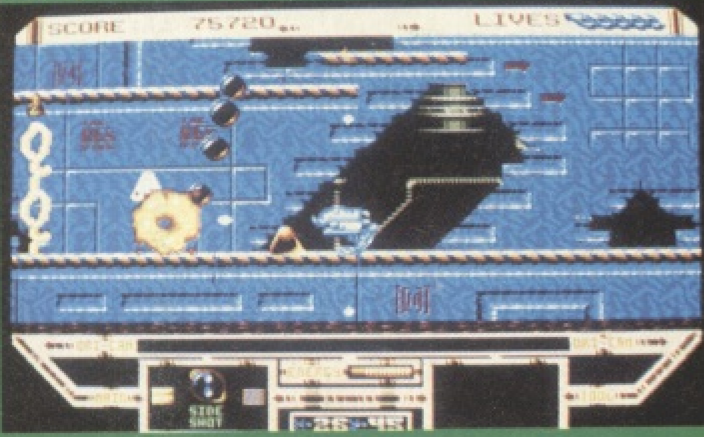
ALL FORMATS



MEGADRIVE		
1	NE	DONALD DUCK
2	NE	FATAL REWIND
3	NE	BONANZA BROS
4	▼	STREETS OF RAGE
5	▼	EA HOCKEY
6	NE	SHINING/DARKNESS
7	NE	STARFLIGHT
8	▼	DECAPATTACK
9	▼	FLICKY
10	▼	SPIDER-MAN

MEGADRIVE

Donald Duck arrives in at the top slot, along with a couple of new releases - Fatal Rewind (skill) and Bonanza Bros (not so skill). Streets of Rage continues to sell well along with the awesome EA Hockey. RPGs arrive in force with Shining in the Darkness (not very skill at all) and Starflight (brill!).





▲ *Fatal Rewind storms in at number two!*

GAMEBOY		
1	▲	SUPER MARIOLAND
2	▼	DUCK TALES
3	NE	ROBOCOP
4	▲	F-1 RACE
5	NE	GREMLINS II
6	NE	BATMAN
7	▼	BUGS BUNNY
8	▼	TURTLES
9	▼	SPIDER-MAN
10	NE	DR MARIO

GAMEBOY

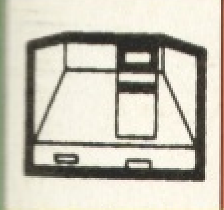
Defying all probability, Super Marioland claws back to the top of the Gameboy chart! Plenty of new entries liven up this exciting list, including Robocop, Gremlins II, Batman and Dr Mario! Yeah!



▲ *Hot Gameboy action with Robocop!*

PREDICTIONS

MEGADRIVE: JOHN MADDEN '92
MASTER SYSTEM: SONIC
NINTENDO: MARIO III
GAMEBOY: MARIO



SEGA

1	NE	SONIC
2	NE	BUBBLE BOBBLE
3	▼	POPULOUS
4	▼	SPEEDBALL
5	▼	LEADERBOARD
6	▼	PACMANIA
7	▼	FORGOT/N WORLDS
8	▼	DYNAMITE DUKE
9	NE	INDIANA JONES
10	▼	GAUNTLET

SEGA MASTER SYSTEM

The two new releases take first and second place in the 8-bit Sega hit parade - both of them pretty brilliant! Otherwise, it's a veritable musical chairs scenario with games switching places all over the shop.

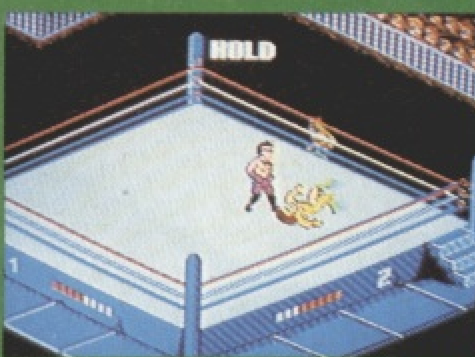




▲ *Sonic's out for the Master System and it's selling incredibly well!*

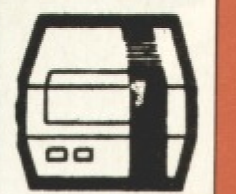
NINTENDO

FINALLY! After being set back and delayed, Super Mario III - maybe the best console game EVER - is on the shelves and selling like something that sells incredibly quickly! Bart and the rest of those wacky Simpsons arrive in at number two, with Link, Zelda and Robocop representing the pensionable proportion of the NES universe.



▲ *WWF thrills at number three.*





NINTENDO

1	NE	SUPER MARIO III
2	NE	THE SIMPSONS
3	NE	WWF
4	▼	GREMLINS II
5	▼	DUCK TALES
6	NE	LINK
7	▼	SUPER MARIO II
8	NE	ZELDA
9	NE	ROBOCOP
10	NE	SOLSTICE



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JANUARY 20.

PIT-FIGH

If you reckon you're a bit of a hard case, Pitfighting is the thing for you. In this conversion of Atari's popular beat 'em up coin-op, one or two psychopathic headcases battle other horrid loony fighting types in the Pitfighter contest, with big cash prizes awarded to the winner and the losers ending up with broken limbs and worse.

The opponents are a nasty bunch. Most are armed with horrible pointy things, they're nearly all a lot bigger than you and virtually every one is capable of shrugging off even your most devastating blows with ease.

And if that's not enough to put you off, there's always the King of the Pitfighters. This masked executioner-type taunts you during all your bouts. Should you be man enough to reach this leather-clad loony, he proceeds to beat you into a pulp. Avoid this grisly fate and defeat him and you are proclaimed King, meaning you can quit the circuit and retire to spend all your money.

So choose a player - Buzz (a wrestler), Ty (a kickboxer) and Kato, (a karate champ) - and get fighting.

CLONE VIOLENCE AHOY



After every two bouts, a grudge match is called. In one-player mode, you face a blue-trousered version of yourself. In two-player mode the fun really starts as you beat up your hapless colleague. The first player to knock the other down three times is the victor, so it's headbutts and bodyslams that count, as opposed to feeble punches and sad kicks.

PUTTING THE BOOT IN



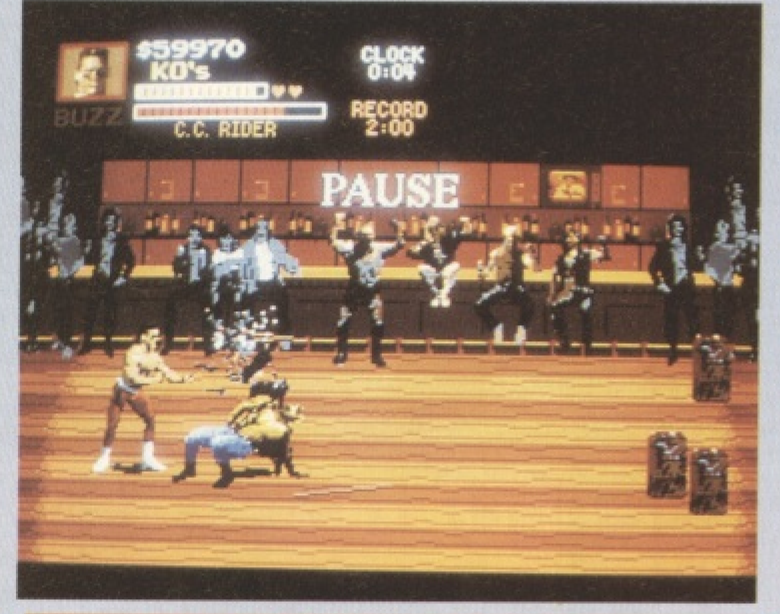
In true underworld fighting style, it's the vicious gits who get the spoils. This tradition is carried over to Pitfighter in the form of the Brutality Bonus. Kicking your opponent while he's down, or hitting him as he gets up all adds points to the bonus - so be brutal!













RIP 'IS LEG OFF



Not only is there violence in the arena itself, but the audience are similarly psychopathic. Should you accidentally run or be pushed into the crowd, they push you straight back in the ring - with their knives. Eeeek!

ARMS AND THE MAN



Although many of your opponents are armed, don't cry because you can even the odds by utilizing certain items of scenery! Barstools, crates and even shuriken (if you're lucky enough to find one) can be bunged at opponents to cause damage, and pointy sticks and switchblades casually left in the arena by sadists to spice up the action can also be used most effectively.





COMMENT

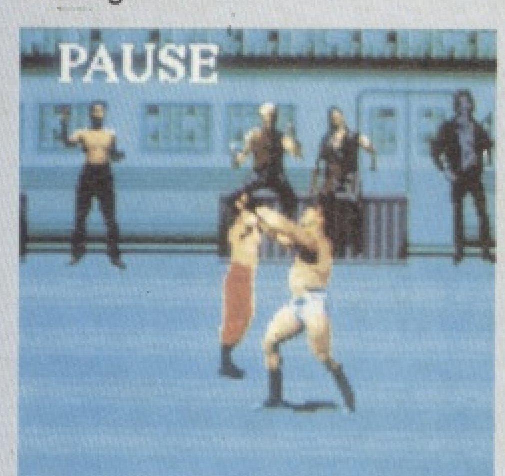


JULIAN

There's no sprite scaling, the characters are small and the animation isn't great, but this conversion of the Pitfighter coin-op is a laugh to play. The gameplay is horribly violent, and there are plenty of special moves to master. One of the best aspects I found was that each of the opponents has his or her own individual characteristics, so you have to adopt a new strategy on each round. The sheer number of skill levels is also a big plus point, meaning that both novice and expert beat 'em up fans alike can find plenty of challenge! If you're after a bit of mindless violence, give this a go!

THE POWER AND THE PASSION

A handy power-up lurks on some levels. This goodie, in the form of a pill (with a big letter P on the side for ease of reference), is secreted within a barrel or box and is found by smashing the container over your enemy's head. Grabbing the pill not only makes you all but immune to attack, but also grants super-strength. Fab! But make sure your opponent doesn't grab it before you do, otherwise it'll be your monkey ass that gets a kicking.





YOUR OWN PRIVATE SHOULDER THROW

Each Pitfighter has a variety of special moves which make his fighting style unique.

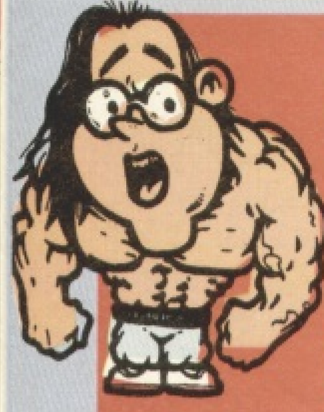
Can roll out of trouble, shoulder throw opponents, pile drive them and then slam them whilst they lie helpless.

Performs acrobatic cartwheels, jumping spin kicks and special ninja magic hurricane punches.



Ty is the sort of dude who prefers somersaults, a high roundhouse and devastating flying kicks.

COMMENT



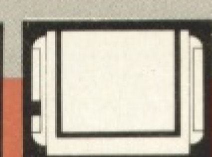
RAD

The sprite scaling and fantastic animation that made Pitfighter such an attention-grabber in the arcades may be gone, but it's still fun to play. The sprites are quite detailed and their actions are accompanied by lots of (albeit mediocre) speech and painful-sounding effects, but the movement is unconvincing. What makes it fun is the horribly brutal action - it really is enjoyable to jump on player two's throat as he lies helpless on the floor! The special moves are a smart touch and make each character more of an individual and introduce a bit of strategy into the gameplay. The Megadrive is short on beat 'em ups, and Pitfighter is definitely one you should consider adding to your collection.



BY: DOMARK
PRICE: £34.99
RELEASE DATE: JANUARY
GAME DIFFICULTY: EASY/HARD
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 8
RESPONSIVENESS: FAST






PRESENTATION 78%
A few options and loads of animated intermissions.

GRAPHICS 78%
Nice enough sprites, but the animation is poor and the scrolling is jerky.

SOUND 82%
Groovy sound effects and quite a bit of speech complement the action well.

PLAYABILITY 86%
Although there are plenty of moves to master, the mindless beat 'em up action provides instant fun.

LASTABILITY 80%
Eight skill levels mean there's plenty to test the mettle of potential pit fighters.

OVERALL 81%
Not quite a complete knockout, but still one of the best pure fighting games available on the Megadrive.

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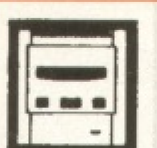
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FAMICOM REVIEW

CASTL

That nasty vampire-type Count Dracula himself has risen anew and embarked upon a campaign of death, destruction and double-parking. Having dealt with Drac on three other occasions, the task of putting him to rest one more time has fallen on your shoulders.

All the other vampire-hunters in the area have told you to go to his castle in broad daylight, open all the windows and stake him in the heart while he slumbers. But the problem is that even though you went out nice and early to catch the train, because of leaves on the line you've arrived at the dead of night. And now you have to take the most difficult route Count-wards, a route on which you can expect to encounter many of his thralls and zombies before you reach the fully awake 'n' functioning Drac himself!

As everyone should know by now, Castlevania is a platform-based whip 'em up full of ghouls 'n' ghos... er... other such evil-doers. These are disposed of with your whip which is powered up by collecting the relevant icons hidden in candles dotted around the landscape.

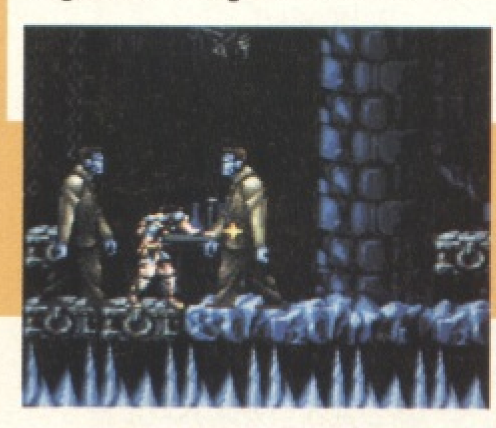
The action is spread over a number of long levels, with an awesome minion of Drac at the end of each of these. Can you repeat the success of Van Helsing and put the fanged one away forever?

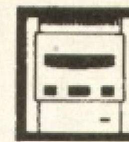


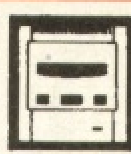
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WHIP CRACK-AWAY

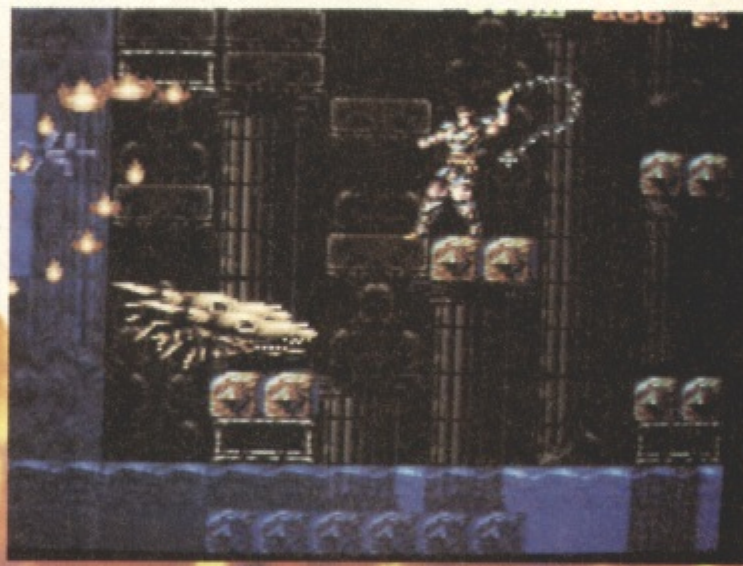
The hero's primary form of armament is a whip. This starts life as a relatively feeble leather affair that has little effect on most baddies. Whip a couple of candles, however, and the first power-up makes itself known. This little beauty transforms the flailing weapon into one made of steel chain! The next step up from this is an extended length attachment, allowing you to flagellate from greater distances!











TRICKS WITH LEATHER

In your line of work, it pays to be handy with your specialist tool. This means you've learnt some pretty fancy tricks with your long floppy weapon. By keeping the attack button pressed down, your weapon can be flailed in any direction by the use of some handy wrist action. This allows you block enemy fire, or repeatedly whip them to death with little effort.







SECRET PLATFORMS

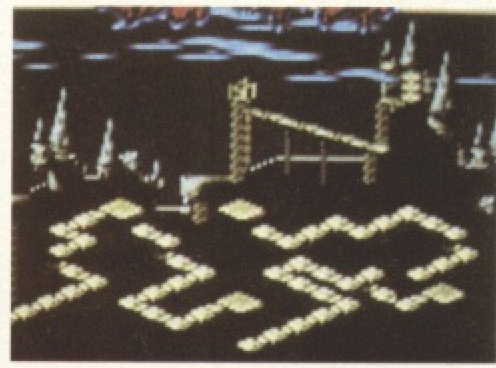
The stairway towards the final confrontation with the Vlad harbours a deadly secret - deadly to Dracula that is! By jumping through the centre of the first flight of stairs, a secret invisible platform is discovered! Walk to the far left of these, and goodies aplenty are dropped on you from a great height, restoring all your energy, granting ninety-nine special weapon hearts, and a treble boomerang cross package with which to seal Dracula's fate.





REVIEW





BONUS AXE-TION

There's more than one way to skin a cat, and similarly, there's more than one way to slaughter a horde of Dracula's meanies. Whipping them is the easiest, but concealed behind candelabras are three different special weapons; throwing knives, axes and boomerang crosses! One of these can be used for every heart collected, although only one item can be thrown at a time unless a double or triple icon is collected, leading to multi-weapon on screen potential!

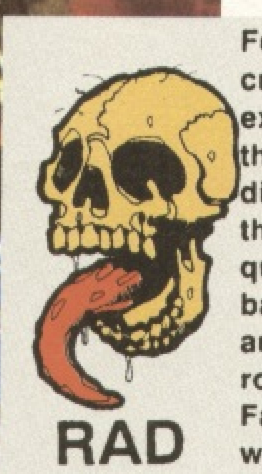
COMMENT



RAD

For the first few levels, Castlevania crips its way along like a sad excuse for a game and the whole thing seems a huge disappointment. Get through them, though and this view changes quickly! Some of Castlevania's backgrounds and enemy sprites are fabulous, with lots of scenery rotation and other tricks the Famicom is now famous for, but what really saves Castlevania is the difficulty packed into the later levels. Suddenly things get a lot harder, but not frustratingly so, and it all becomes very addictive. Castlevania IV would never make it as an arcade game, it just doesn't have that instant grab factor, but if you're willing to persevere Castlevania is a must.

COMMENT



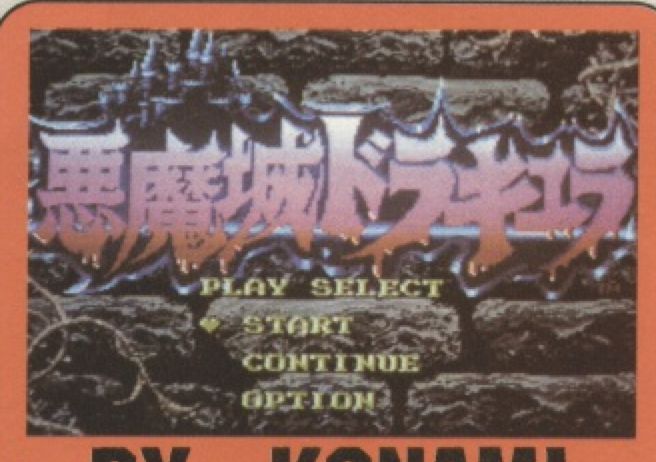
JULIAN

When I first sat down and played this, I thought it was a bit dull. On the first few screens there's nothing much threatening you, and it's just a case of trolling around the platform landscape disposing of the odd slow-moving baddie who pops up. However, once you get past the first guardian things start to warm up with hordes of aggressors and some devilishly tricky screen layouts to test your platform skills to their limits. The graphics are superb, with heaps of neat touches, and the music is astounding - heaps of truly stunning creepy tunes which work perfectly with the visuals to create an incredibly spooky atmosphere. It's a big game with loads of levels, and it takes a lot of skill to get all the way through it, even with the continues and password system! If you're after one of the finest platform games around, look no further than Castlevania IV!

CUDDLY CANDELABRA

Dracula's penchant for artificial lighting may be his undoing. The score of candelabras he has left hanging around the path to his lair hold many secrets in the form of goodies. These scrummy gifts, such as whip power-ups, special weapons, hearts (used to power special weapons) and even energy-restoring food, are obtained with a simple flick of the whip.

Thanks to Shekhana Consoles for loaning us the Castlevania IV cartridge. If you require more information about the game, give them a bell on 081-340 8565.

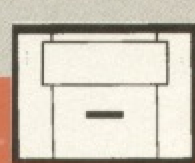


BY: KONAMI

PRICE: £45.00

RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: VERY FAST







PRESENTATION 89%

Brilliant options and set up screens.

GRAPHICS 90%

Some wondrous sprites, animation and backdrops make Castlevania a visual treat.

SOUND 95%

Stunning, atmospheric tunes and some very interesting effects.

PLAYABILITY 95%

Slow to start with, but once you get into the swing of things, it's great!

LASTABILITY 92%

Lots of levels await your whip-swinging presence, and they're pretty difficult to master!

OVERALL 93%

Get past the disappointing early levels and you find a superb platform game which mustn't be missed.

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MEGADRIVE, Road Rash, Sonic the Hedgehog, Castle of Illusion, EA Hockey, Streets of Rage, Worth £290 going for £180. All boxed with instructions, almost brand new. Phone 0243 584106 and ask for Jon (Phone after 5 please) No Swaps. See Ya.

AMSTRAD CPC464, Cassette Computer with Monitor plus over £200 of games including Shadow of Beast, Dragon ninja, Xenon plus Starter pack worth over £400 selling for £175 ono. Contact Tom on 0952 810868 weekdays after 4pm.

NES DELUXE, plus Joystick, 5 Games, £280, New, accept £180, 4 piece Drumkit, Tamiya R.C Cars, Offers. Andy (0869) 241 362 phone weekdays 5-10pm.

MEGADRIVE GAMES, Golden Axe, Sonic Hedgehog, John Maddens, £20 each or £50 the lot plus Altered Beast. Phone Tony (0236) 23173.

SEGA MEGADRIVE with 2 Joypads, 13 Games and Japanese Games Converter. Phone James on (0992) 467726 all for £350 o.n.o.

GAMEBOY GAMES. All between £10 to £13 and have received 80% in reviews. Phone Darryl after 6pm on 0959 75104, also Lightboy and American Hint/Cheat book. Write for list: 1 Mount Pleasant, Biggin Hill, Kent. TN1G 3TP.

SUPER FAMICOM Pal T.V. For Sale, 5 Games, Area 88, R-Type, Mario 4, Actraise, Ghouls and Ghosts including 2 Joypads, all for £360. Telephone Preston 0772 686021. Please ring after 5pm.

LYNX 2, still boxed plus APB and Ninja Gaiden. Sell for £130. Phone Steven on 0202 897926 (Dorset).

COMMODORE 64 For Sale with many Games, Data Cassette, Joystick. All boxed, sell for £110. Phone 0775 766646. Buyer Collects.

GAMEBOY includes Case and 8 Great Games, Marioland, Striker, B.Bunny, Robocop, Kung Fu, W.Cup, Tetris, Wizards and Warriors. London 081 360 3067 £110.

NINTENDO Deluxe Set with 7 Games, 2 Control Pads, R.O.B. and Zapper Games include Batman, DD2, Skate or Die and Rush 'n Attack £225 o.n.o. Tel: 0243 771887.

PC ENGINE GAMES For Sale, F1 Pilot £10, Drunken Master £10, P47 £13, Gunhed £17. Also Mario Bros, Cement Factory, Handheld Game for only £5. NES with 2 Joypads, Megaman2 + SMB1. Bargain £70. Mint Condition (Still Boxed). Phone Kin after 5.30 on (061) 794 3925 (Manchester).

GAMEBOY with 5 Games, Tetris. Double Dragon, S.M.L., Alleyway, Gremlins 2. A month old boxed with instructions and Lightboy. Worth £170 going for £115 or any game above for £10-£15. Call Matt on (0708) 749839. Also exchange games in good condition.

SEGA MASTER SYSTEM, Excellent Condition, Light Phaser, 3D-Glasses plus 14 Great Games including Shinobi, California Games, Fire and Forget 2 and Columns. All Games Boxed with Instructions. Worth nearly £400 sell for £190 o.n.o. Phone James on Canterbury (0227) 451711.

FOR SALE. All 4 complete console guides for £20 also issues 1-12 of Mean Machines separately for £3 each. Quick sale needed. Rare issue 1 of Mean Machines in Great Condition (some others without covers). Call 0742 665617, for David.

AMSTRAD CPC464 with Colour Monitor, Tape plus Disk Drive, 64K Ram Upgrade, Mouse, Joystick, 150 Games plus Educational Software, Speech Synthesizer, Little used. Phone Ian or Mark on 0553 828158 after 4pm. Ideal Xmas or Birthday Present.

JAPANESE MEGADRIVE (PAL). Good Condition, Joypad, plus 18 Great Games including John Maddens, Ice Hockey, PGA, Mickey Mouse, Monaco GP, Etc. Bargain at £300. Phone Ian on (0535) 600562 after 7pm. (West Yorkshire Area).

MART 

GAME GEAR with Shinobi, Wonderboy and AC Adaptor. All Boxed and in Excellent Condition. Two months old and hardly used. Worth around £155, sell for £105. Phone Paul on 081 554 6359.

SEGA MEGADRIVE Games For Sale. Zany Golf £15, Fantasia £25, Dick Tracey £20, Altered Beast £8. Snoopy for Gameboy £10. Mean Machines, Issues 1-14 £5 each. C&VG Mags £3 each. Amiga contacts wanted. Thanks. Call Aman Madan 081 568 7611.

HORNBY RAILWAYS Trainset For sale, 2 actual sets included: Midnight and Industrial Freight. Loads of Accessories, Buildings, Etc... Will sell for £120, Worth £350 at least. Could be swapped for 4 Megadrive Games, any good games considered - Interested? Phone (0203) 501283.

ROLLERBLADE Skates For Sale. Size 7 with brand new wheels which cost over £40. Will sell for £70. 071 241 6423.

MEGADRIVE For Sale, Joypad, Sonic, Mickey Mouse plus 2 more. All Leads, Perfect Condition. Ring Gareth on (0869) 277 689. Only £220.

GAMEGEAR with 5 Games, worth £220 sell for £150 or swap for Megadrive. Phone James after 6pm on 0992 466392.

MASTER SYSTEM, 3-D Glasses, 2 Joysticks, 2 Joypads and 20 Games with Instructions including Mickey Mouse, Pacmania, Gauntlet and Wonderboy 3. Worth £700 sell for £200. Tel: (081) 871 1689.

FOR SALE Atari ST 520FM. Good condition. Over 70 Games, 2 Joysticks. Worth £350, will sell for £200. Phone 0639 884126.

NINTENDO DELUXE and Gameboy For Sale. Nintendo has 5 Games, Robot and Zapper. All Good Condition. Gameboy has 5 Games, Magnifier and Game-Light. Will sell all for £220 o.n.o., or will separate. Ring Tommy 0895 236366, Hillingdon, Middlesex, Not Far London.

SUPER FAMICOM PAL, Final Fight, Super R-Type plus many more Games. Ten month warranty. Only £350 ono. Tel: Andy 081 368 4965.

FORD ESCORT, B Reg, 1.1, Ocean Blue, Rear Seat Belts, Radio, Very Good Condition, £1,600 ONO. Tel: 0695 24492.

BRAND NEW & Used Megadrive, Game Gear & Master System Carts, For Example, MD - Fantasia £25, Tel: 0480 65402. Write to Mr A. Bowler, Redthorns, Park Ave, St.Ives, Huntingdon, Cambs, PE17 4JW. Phone for list.

NINTENDO GAMES For Sale:- Rambo, Gumshoe, Duckhunt, Skate or Die, Raid On, Bungeline Bay, and Raqket Attack, £13 each. Also Zapper Gun £15. Phone Louisa on 0734 312689. All Boxed.

GAMEBOY For Sale, 6 Games, Game Pack, Carry Case, Carry Belt. All Boxed. Worth £220 sell for £180 ONO. Ring Juan 081 392 2284.

NINTENDO GAMEBOY. Boxed with Headphones and Leads, Double Dragon, Mario, Tetris, Carry Case for only £75 ono. 0562 887045.

GAMEBOY For Sale with 5 Games including Gremlins 2, Nemesis, Gargoyles Quest. Only £100. Phone Rob Curd on 081 942 3676.

GAMEBOY including Super Marioland, Double dragon, Golf, Tetris and The Video Link Cable. Sell for bargain £85 would be £130 new! All items only 3 months old. Phone 0959 562700 (Sevenoaks, Kent). Ask for Paul after 5.30pm weekdays.

MEGADRIVE GAMES including Ghostbusters, Alex kidd and Populous, £15 each. Evenings 0225 751916.

FOR SALE: Gameboy + Tetris £50 or Gameboy + Tetris, Double dragon, Mario Land and Boxing K80 or £10 per game. Please call Adrian on 081 949 5126 after 6pm.

8-BIT SEGA, Sonic, Pacmania £10. Nintendo, Mario 3, Grems 2 £10. U.K. MD, G+Ghosts, Strider, Out Run, Monaco GP £10. R.Rash, Mercs, S.O.Rage £15. All Boxed. Must sell. State 3 choices as 2+3rd choice maybe, sold. Mr. N Scothern, 12 King Street, Kirby, Ashfield, Notts. NG178AG.

PC ENGINE (SCART), includingBrilliant Splatterhouse, Devil Crash, Gunhead, R-Type, S.S.S., 1943. Plus 4 more. £280 - or exchange for Neo Geo plus games, or Gryzor Arcade Machine. Make an offer to: Ken, 3 Alpine Avenue, Lostock Hall, Preston, Lancs. PR5 5LG.

SEGA MASTER SYSTEM, 2 Control Pads, Light Phaser and 14 Games including Rastan, California Games, Altered Beast and Slap Shot. All for sale for just £160. For details phone Dave on 0538 702625 between 4-7pm. Still Boxed.

NINTENDO For sale including S.M.B., World Wrestling, Punch Out, Tetris. Excellent Condition only £90 ono. Phone Luke on 0637 875137.

PC ENGINE, Handheld with 8 Games including Splatterhouse and Jakichan. Offers around £250, Cash Only. No part exchange considered. Phone Louise on 0282 75482 (Lancashire) after 7pm.

AMSTRAD 464 and Colour monitor, games worth £100+. Very Good Condition. YUrgent Sale Needed, No reasonable offer refused £225. (0954) 31432.

GAMEBOY (PAINTED) with Tetris + Gamelight £45 ono. Phone Paul (0742) 760997 or (0332) 810773 between Dec 12th and Jan 7th.

SPECTRUM 128K plus Games Boxed with all Leads, VGC £60 ONO. Telephone 061 336 7484 after 6pm.

1541 II DISK DRIVE for Commodore, 28 disk games, worth £600, sell for £100, or can sell together with a Commodore C64, Tape Deck, Joystick, 17 games, 17 Zap Magazines for £200, all boxed. Phone Jason after 4pm 0532 604313 Leeds.

I WILL SWAP or Sell Silent Service, Turtles for NES S.M.B., Fortress of Fear for Gameboy. Phone Tristan (0403) 52430.

ATARI STE, Boxed with Leads, Joystick, Mouse, Manuals etc., 30 Top games including Strider 1&2, Gremlins 2, Super Off Road, Oriental Games, Ghouls 'N Ghosts, R-Type + Lots more Music, Paint, Draw, Organiser Packages included. Basic Disks also Christmas Giveaway. A steal at only £250 ono. Tel: Richard: 081 340 7310. Mega Bargain.

AMIGA GAMES, Mouse (Still Boxed), Power Pack, Turtles, Skidz, Last Ninja 2, C abal, Joe Blade, 17 more plus 7 blank disks. Without Power Pack £60 (Worth £134.95), with Power Pack £89 (Whole package worth £184.99). Tel: 061 303 7344 after 6pm.

NINTENDO GAMEBOY - Hard Case £8. Also NES, Zelda 1&2 £50 - or Gradius, Rad Racer and Pro - AM £55 and Metroid, Castlevania, Kid Icarus and Goonies 2 for £65. All in Good Condition. If Interested Call (081) 555 3755.

NINTENDO with SMB 3 converted to take any game in the world! R.O.B. The Robot and Gyromite, Zapper and Duck Hunt, and 6 more amazing games including SMB 2, Megaman 1+2, Zelda 2. Worth £500 sellfor £250. Phone Sam on (0582) 760385 after 6pm.

MEGADRIVE GAMES For Sale or swap. Streets of Rage £25, Sonic £24, Golden Axe £18, Shadow Dancer £20, Marvel Land £25, Aeroblasters £23. Commodore 64 Games £2 - £5, e.g. Batman, Powerdrift, Subbuteo Stuff £12, Advanced Space Crusade £13. 0923 825187 (Northwood Area).

NINTENDO Mattel Version, 1 Keypad and 1 brand new Joystick, 15 games including Batman, Punch out, Super Mario Bros, Top Gun, Worth over £500 will sell for £200 or for a Megadrive with extras. A real bargain. Phone Neil on (0968) 60584.

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PAL SUPER FAMICOM, 2 months old, plus Super R-Type, Pilot Wings, Super Ghouls + Ghosts, and UN Squadron plus 10 month warranty, cost £465 will except £330. Phone Danny on Stafford (0785) 48940 after 5pm.

SEGA GAMES For sale: Megadrive Kings Bounty £27, Battle Squadron £20, Truxton £17, Super Hang On £18, Rambo 3 £17, Mickey Mouse £20, Burning Force £17, and Master System Choplifter and Outrun £15. Phone 081 539 1183.

GAMEBOY + 2 games: Tetris and Golf £45 or swap for Game Gear (£25 added to Gameboy). Phone Nigel Doncaster 702231.

FOR SALE Nikko Sand Crab with 2 battery chargers, got 7 1.5v's, needs 8 also needs a 9v £20. Tel: 0765 689229.

FOR SALE Mickey Mouse for Megadrive (Jap) also will swap or sell SMB for Gameboy. Phone Jason on 081 365 2586.

16 AMIGA GAMES including Dynasty Wars, Ninja Spirit, Action Fighting, Simulation games included. Quick Sale £50. Phone 0277 668743.

FOR SALE Mean Machines No 1 to 15 for £30. Phone 051 420 8856 ask for Andrew.

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GIVE ME £130 and I'll give you a Master System and Mickey Mouse, Action Fighter, Golden Axe, Power Strike, R-Type, WB2, AKMW, 2 Joypads and Joystick. Insructions included. Only £130 worth over £200. Ring Will NOW!! 0672 515498.

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SEGA MASTER SYSTEM 2 years old plus Double Dragon Game need money for Megadrive only £45, Super Wogfer, 7 months old, unwanted gift, perfect working order, 24 watts outputt £55. Phone Lee on 0284 753745.

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NINTENDO with 3 excellent games, 2 Joypads. £105 or swap for gameboy with 3-4 games. Phone 031 667 2497.

NINTENDO SYSTEM with 100 games, superb condition, only £250. Phone Steve 0892 662698.

MEGADRIVE GAMGEAR and Sega Carts for sale and exchange. Top titles in stock include Vermillion, Zero-Wing, Populous, Gynoug, Mickey, etc. For more details please send s.a.e. to 6 York Way, St. Ives, Huntingdon, Cambs PE17 6DU, or tel. Darren (0480) 65744 after 5pm.

SPECTRUM + 3 disk drive, 15 disks, stporage box, Gaunlet Game, Light Gun, six games, multiface 3, cassette, joystick, wiring, power pack, games worth £500, all above boxed, worth £800, new bargain at £250. Telephone Jamie 0495 311484.

NINTENDO NES for sale, converted, to take English and American games. Five games included (SMBI TMHT Soccer, Rygar, Rad Racer). Bargain at £100. Phone David on 0284 766090 (Suffolk).

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SUPER FAMICOM (PAL) machine for sale. boxed, new and unused. Ideal Xmas present, £175. Also new Pioltwings, R-type and Populous, £30 each. Call John on 0962 734013.



MEGA

FOR SALE

NEO GEO (Pal) Joystick, Cyberlip, Magician Lord 10 months warranty imaculate cond. Sell £375 ono may swap for (Pal) Famicom plus Games or (Pal) Mega Drive plus Games also GX4000 controls 1 Game full warranty unopeded ideal xmas gift £60 ono. Must sell. 0623 759800.
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SEGA MASTER SYSTEM plus for sale. Includes Light Phaser, RFV, Two Control Pads, Joystick, 19 Games and all wires. Worth over £500 sell for £200. Contact James 081-643 7185 after six on weekdays.
NINTENDO 5 Months old, 13 Games including SMB2, Batman, Duck Tales £220 ono. Call Nick on 0706 841208 after 5pm.
GAMEBOY Duck Tales, Fist of North Star, World Cup, Double Dragon, Tennis, Fortress of Fear, Super Mario Land, Tetris, Headphones, Link Cable and all boxed, in brilliant condition. Worth £220+, sell for £160 ono. Phone 0865 61759 ask for Eric.
NINTENDO GAMEBOY 10 Games inc. Batman, Mario, Tennis, Carry Case, Magnifier. Worth over £250, yours for just £150! Antony 081-203 7192.
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ATARI LYNX 3 Games plus Mains Adaptor and Carry Case will sell for £80. Phone Alex on 0223 881314 (Cambridge).
AMIGA 500 Plus Games, Mags, Mouse, Joystick, Leads, Magazines, Disks (20), Deluxe Paint II. £330 ono. Phone Jusin on 0534 42688 after 7.00pm.
SEGA SUPER SYSTEM Mint Condition two weeks old, 3-D Glasses, Light Phaser, 2 Control Pads, 2 Control Sticks, Konix Speedking, Rapid Fire and Quickshot Handle Controller worth £515 altogether sell for £200. Phone Ils on 081-341 7218 Great Deal!!!
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COLLECTORS ITEM! Colecovision Games Console 1983 System includes Two Controllers, Two Super Action Controllers, Roller Controller, Atari Adaptor for all VCS 2000 Games, Turbo Steering wheel all offical Colecovision Peripherals also over 20 Colecovision Games included all in superb condition. 0442 230693.
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SPECTRUM 128K 85 Games including Turrican, Midnight Resistance, Simcity, 4 Joysticks £90. Also Lynx with 3 Games, Adaptor, Sunvisor £60. 0734 411979.
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SPECTRUM 128K +2, Joystick, over 80 Games including Shinobi, Dragon Ninja, Golden Axe. Worth over £300 sell £135 ono. Ring 0922 684000.
NINTENDO with Three Games and Two Joy Pads £50 also Commodore C64 Games System, Two Joysticks and Three Games £50. Telephone 0785 46843 or 029671 4802.
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UK MEGADRIVE + 3 Games + 1 Control Pad, 1 SG Fighter Joystick, Jap-Adaptor, 8 months old mint condition worth £320 will sell for as little as £230. Please Phone 081-316 7045 ask for Stuart.
MEGADRIVE GAMES, Kings Bounty £20, Streets of Rage £27, John Maddens £23, OJ Boy £20, Mickey Mouse £25. Phone John 091-3889764.
NINTENDO + SUPER MARIO 3, (US, Jap, UK) compatible with Blaster Master, Gradius 2 (Vulcan Venture), Great Iron Tank, Japanese Converter, Two New Super Add-on Controllers, extra Joystick £199 ono US/UK/JAP Games for sale £15-30, ROB + Gyromite £40 ono, Zapper + Duck Hunt + Gumshoe £50 ono. Phone Pete 0533 417074.
GAMES for Nintendo for sale: Robocop, Turtles and Airwolf. Phone Liam after 5pm on 081-785 6475 Thanks (£30).
MEGADRIVE GAMES for sale. For titles give me a call on 081-571 9324 after 4.00pm. Prices are from £10.00 upwards.JAP NES with Disk Drive over 20 Games including Mario III, Mega Man II, Super Contra, Track and Field II and many others price only £180 ono. Ask for Chi at 051-339 2396 after 4.30pm.
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C64 FOR SALE!! Loads of Games, Two Joysticks all Games original, Two Years old, Good condition £150 ono. Phone 021-429 1738.
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BOXED UK MEGADRIVE, Joypad, Japanese Games Adaptor and Twelve Games, including Sonic, Bare Knuckle, Spiderman, Golden Axe, Gynoug, Shadow Dancer, Mickey Mouse, Budokan, John Maddens Football, Strider, Eswat, Sword of Sodan, over £650 worth, sell for £350. Phone 0422 240496.
HIT ME with your rhythm stick Atari Lynx, six Games, PSU, Sun Visor, Colmlynx. Sell for £130. Aldershot 0252 28302.
NINTENDO GAMES for sale World Cup, Bionic Commando and TMHT £25.00 each. Call David on Peterbourgh 0733 64084.
AMSTRAD CPC464 Monitor, Disk Drive £300 worth of Games, 2 Joysticks great condition. Phone 0563 820143. Sale price £310 ono. Gameboy 4 Games, Magnifier, Link Cable, Games, SM Land, G Quest, Tetris, Balloon Kid, Swap or buy £120 ono. Phone 0563 820143.
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SUPER FAMICOM Games for sale. Super R-Type £25, Goemen £25, Populous £25, will consider swaps. Phone Adam 0883 622455 evenings.
FOR SALE BSA Mercury Air Rifle with Telescope Sights worth £120 sell £45 also Toyota Celica Radio Controlled Car with Battery and Charger worth £200 sell £60 also ZX Spectrum 48K Datacorder, Games, Joystick woth £150+ sell £40. Phone Tim 0602 822335.
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COMMODORE 64 18 Months old. Commodore Joystick, Light Gun, 40 Games, including Thalamus The Hits, Midnight Resistance, Samurai Warrior, and lots more. With Tape Deck worth new £250 will sell for £95. Phone Daniel after 5pm 0787 227645.
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NINTENDO Super Famicom Games for sale. R-Type, Goemen, Populous £25 each. Will consider swaps. Phone Adam 0883 622455 evening after 8.
NINTENDO Famicom with 2 Joypads, 2 Games Pal Version as new £220 ono. 081-311 7237 ask for Tony.
OFFICIAL MEGADRIVE boxed with 9 Top Games, 2 Joypads and Joystick. Worth £500, bargain £250. Ideal Christmas Present. Tel 0244 818837.

MART



MEAN MACHINES Mags 0-14 for sale £20 ono as back issues are not available also PC Engine Games £15 each. GX4000 full guarantee 1 Game unopened perfect Christmas presant cost £99 sell £60 ono. Also Pal PC Engine Console + 2 Pads nice condition sell £90 ono. 0623 759800.
SEGA MASTER System and Seven Games all boxed and in good condition £138 or Games £12-15 each. 0483 422733.
AMIGA A500! Boxed as new Joystick, Mouse, 10 Games including Batman The Movie and Caped Crusader, Robocop, Turrican, Altered Beasts, Lockable Disk Box, Blank Disks, TV Modulator all for £210.00 ono. Phone after 6.30pm on 081-653 3856 ask for Vernon.
TAMIYA R/C Off-Road Racing Car 4 Wheel Drive also Controller and Rechargable Battery Good Condition called Thunder Shot £80 and Scalelectric woth over £150 Bargain at £60. Local calls only please Phone Glos 0452 411022 after 6pm ask for Jon.
NINTENDO GAMES for sale Airwolf £15.00, Section 2 £15.00, Stealth ATF £20.00, Simons Quest £23.00 or swap for any descent Nintendo Games. Contact James after 4pm on 081-894 0840.
NES UK 10 months old Games are (SMB2, MM2, Turtles, Robocop) everything in original packaging sell £99. Tel 0707 334534.
SEGA GAMES for sale: Psycho Fox, Golden Axe, R-Type, Power Strike, Outrun, Moonwalker, £18 each ono, £95 ono all. 081-761 5129.
SEGA MEGADRIVE Games for sale new and used from £15. Telephone Wolverhampton 0902 780184.
NINTENDO for sale Light Gun, 2 Controllers and 5 Games only £120 (I will bargain). Contact 0787 312619.
UK SEGA Megadrive, Arade Power Stick, Jap Convertor and 13 Brilliant Games inc. Streets of Rage, Phantasy, Star 2/3 and Sonic the Hedgehog worth over £750 will accept £330. Boxed and VGC. Phone 0642 635470 after 5pm.

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MEGA

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SEGA MASTER SYSTEM 13 games £60 ono, or swap for Atari Lynx II or Sega GameGear. Phone Alex 071-372 6817.

MEGADRIVE runs Jap/UK games, PSU, 2 pads, ten games including Alien Storm, Ghouls & Ghosts, Shinobi, SMGP, Golden Axe, Truxton, Rambo 3, Altered Beast, Populous, Crackdown for only £300. Interested? Write to Big Biro, 5 Maryville Avenue, Hove Edge, Bridgehouse, West Yorkshire HD6 2NX.

MEGADRIVE, two joysticks, 13 games and Jap converter, worth over £500, selling for £350 ono. Call James on 0924 377858.

NINTENDO Turtles Pack and SMB2 + Simons Quest £100 ono. Tel (0737) 357120.

I WANT TO SELL Arnold Palmers Golf, Shadow Dancer, Space Harrier, Altered Beast, Onslaught, Revenge of Shinobi, Moonwalker, Mystic Defender. Each game £20. Phone Marc on (0294) 823651 West Kilbridge. Hurry offer stands for a limited time. Don't phone after 9pm.

SEGA MEGADIVE games for sale. Shadow Dancer, Revenge of Shinobi and James Pond. Phone Dundee 0382 642882 with offers.

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AMSTRAD CPC 464 14" colour monitor, with joystick, over 95 games + manual. Tel: 0628 474595.

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NINTENDO ROBOT (R.O.B.) plus Gyromite 40. Zapper Gun + Duckhunt and Hogan's Alley £40. Also swap Revenge of the Gator, Spiderman, Cosmotank, Golf, Tetris, for Gameboy games. Will also sell back issues of Mean Machines. phone Stephen on 0234 272636.

BRILLIANT AMSTRAD CPC 464 Computer for sale. Colour monitor, manual, introductory tape included, over £200 of games also included. Only fault, delete button is missing, only £180 for more details, phone Mike after 5pm any evening on Witney 0993 775106, thanks.

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AMSTRAD GX4000 console for sale. Burin'g Rubber boxed as new £45 ono or swap for Game Gear games or equipment also Porsche 911 radio controlled car to sell for £10 ono. Ring Tom on Telford 813802 will pay postage.

SEGA MEGADRIVE £225, 5 games including John Maddens and Streets of Rage 2 joypads, mint condition.Tel. 091-234 3347.

GAMEBOY very good condition. 1 game Super Mario Land with earphone. Contact Phillip Gianpiero on 0342 327912. East Grinstead, W. Sussex.

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SPECTRUM 48K+ Taperecorder, joystick, 30+ games £110 ono or swap for Gameboy with 3-6 games. Also wanted Master System games will pay £5-£15. Phone (0433) 50642.

HARDLY USED PC Engine (Super Grafx) with 8 games inc. Populous, Gouls & Ghosts, only £250 ono. Ring 0269 595688 after 4pm and ask for Owen. A bargain not to be missed.

MEGADRIVE takes all carts, 5 games, Ice Hockey, J. Madden, Monaco, After B, Hang-On only £170. To: RK, 4B Currents Lane, Harwick, Essex CO12 3DE.

IMMACULATE Master System Plus includes Light Gun control pads, three built-in games and Vigilante £45. Phone Colchester 0206 851429.

GAMEBOY with Hunt for Red October, all boxed with leads, will sell for £50. Ring Pete on (0629) 582546 Midlands.

SEGA MASTER SYSTEM. Will swap or sell Moonwalker for Pro Wrestling, California games. Call 0442 862224 weekdays, Thomas Anderson.

I WILL SELL my Amiga with over £300 worth of games and 3 joysticks for only £350. It is only 6 months old, or sell games for only £150. Please ring me on 0227 721525 and ask for Jamie.

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MEGADRIVE GAMES for sale or swap. Golden Axe, Sonic Hedgehog, John Maddens, all offers considered. Phone Tony after 5pm, 0236 23173.

SECONDHAND Megadrive games bought, sold and exchanged. Games in stock include: Mickey Mouse, Ghouls & Ghosts, Battle Squadron, etc. Ring Adam on (0480) 63648 or write to: A. Hall, 3 Fairfields Crescent, St. Ives, Cambs. PE17 4QH.

1541-II Disk Drive for Commodore. Games worth £600, sell for £100, or can sell together with a Commodore C64, tape deck, joystick, 17 games, 17 Zzap magazines for £190, all boxed. Phone Jason after 4pm on 0532 604313, Leeds.

AMSTRAD CPC 6128 colour monitor, keyboard with disk drive, plus tape recorder and over £200 of games. Worth £700 sell for £300 ono. Contact: Amirtha after 5pm on 081-998 7763.

SEGA MEGADRIVE Console including joysticks and joypads, only a few months old with 5 great top games, stacks of magazines and much more for only £170 ono. Tel: 081-440 0869.

MART



NIKKO top Eagle radio-controlled car, high speed charger, battery pack worth £80+ sell for £50, must sell. Phone (0223) 842859.
UK MEGADRIVE excellent condition, still guaranteed with pad, joystick, Japanese adaptor and over 20 top games, easily worth £800. Also Spectrum+2 with 60 games (itself worth £100+). Complete with all leads and even dustcovers, the lot – £350 ono. Call Ian (091) 266 6312.
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NINTENDO Power Glove £65 games, Zelda £25, Mario 2 £25, Kidicarus £18, Red Gravity £20. Contact Matthew after 4pm on 0623 824383.
GAMEBOY GAMES for sale: Gargoyles Quest and Burai Fighter £10 plus Final Fantasy Legend £15 or will swap for Ducktails, Megaman, Castlevana II or RC Pro-Am. call (0423) 887601, after 6pm and ask for Matthew.
SEGA MASTER System Plus includes: joystick, 2 control pads, Light Phaser, Rapid Fire unit, 4 games, Ghost Buster, Thunder Blade, Hang ON, Saffari Hunt, all in very good condition £90. Tel: 081-948 4764, evenings and weekends.
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ATARI 520ST FM with manual and around 35 original games including Pro Tennis, Tour Two and some Sierra Adventures. Also my pile of ST Actiion mags. Total bargin at only £200 (no offers). Call Paul, on (031) 440 1337 after 5pm.
MASTER SYSTEM for sale. 3 controls + 17 sound games, including Micky Mouse, Moonwalker, Italia '90, Rocky, Pyscho Fox, Rastan, Ghostbusters and Wonderboy, worth £440 sell for £220. Please phone after 4pm weekdays. Games not sold separately, so phone 031-336 2572.

GAME LIGHT for sale. Good condition £7.50 ono, if interested please call Jamie on 081-500 7941 after 4pm (Essex), bye.
FOR SALE Sega 8-bit graphics system, with light gun, mint condition £60 ono. Games, handle controller for sale separately, ring 081-948 0283.
OFFICIAL UK Megadrive (PAL) boxed, guaranteed, joypad, Altered Beast £100. Arcade power stick, Sonic, Mickey Mouse, PGA Golf, Populous, James Pond, Golden Axe, World Cup, Super Monaco £25 each. Will sell all for £300 ono. Phone Pete on 0296 67293.
FREE CASH! Not really but the second best thing a Sega Master System with Light Phaser and 3 games. Super Monaco GP, Great Basketball and Mickey Mouse, boxed as new £80 ono. Amazinbg offer. Tel. Simon 0737 552954, after 5pm.
OFFICIAL UK Megadrive, 2 joypads Scart and Pal cable, included +7 games Monaco GP, Revenge, Shinobi, Golden Axe, Forgotten Worlds, Eswat, Moonwalker and Altered Beast, everything boxed, excellent condition sell for £170. Phone Kim 071-485 6593 (London area).
AMIGA A500 vgc, 200 blank disks, 1meg upgrade, Deluxe Paint 2, Shadow Warriors, Turtles, new drive fitted, mouse, joypad, joystick, modulator, disk box, Amiga format + CU back issues. Boxed with manuals only £320. Tel: 0636 78497 after 7pm.
GAMEBOY FOR SALE with Tetris and Super Mario Land, Viewboy and Gamelight, fully boxed unwanted present, swap for a Gamegear and I or none games or sell for £90. Ring 061-973 3116, ask for Alex.
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FAMICOM (SCART) with 2 joypads, P.S.U. and Mario 4, R-Type, F-Zero, Simcity, Actraizer, boxed as new £350 ono. Phone 0795 537869.

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ATARI 520 ST for sale over 200 brilliant games and business software. 4 joysticks, 1 mouse in immaculate condition, still boxed worth thousands, the lot for only £400. Phone Russell on 0753 866880. Atari Lynx for sale, 2 games only £160.
PC ENGINE (Scart), joypad, 12 games, plus mags, excellent condition (boxed) worth £440+, accept £195 ono. Phone Matthew on (0843) 603654.
MEGADRIVE games, Rambo 3 £15, Golf £15, J. Maddens £20, Shadow Dancer £18 plus issues of Mean Machines 2-15 £3.50 each, or 4 for £10. Write to: 6 Fontwell Crescent, Lincoln LN6 7LE or phone (0522) 689087.
MEGADRIVE (official UK version) with 6 great games inc. A. Beast, Mickey, Sonic, Hockey, Ghouls n' Ghosts and Revenge of Shinobi. Also Jap convertor with box, sell for £270. Phone (0244) 674217 (Chester area) or swap for Famicom, Mario 4 plus Final Fight.
AMIGA 500 for sale. Includes 80 blanks, 2 joysticks, 1 disk box and 2 small disk boxes, mouse mat, all boxed sell for £300. Phone 051-424 0216, before 4.30pm Mon-Sat and before 7pm Sun or write: 55 Dickson Street, Widnes, Cheshire WA8 6NX (Simon).
NINTENDO games Megomon II, Blades of Steel, Double Dribble, 10 Yard Fight £10-£20. Ring Martin after 6pm, 051-342 6839.
GAMEBOY and six games, Tetris, Double Dragon, Gremlins, Nemisis Gargoyles, Quest, Ninja Boy and accessories for £130. Phone 081-348 4055 (N8).
YIPPIE KAY-AY! Have I got a deal for you, issues 5-15 for only £3 each, yes £3 all in excellent condition. But, 5 has no cover! plus 11 issues of C+VG for a Tenner! Just phone (061) 432 5610 any time, Bye.

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SEGA MEGADRIVE (PAL-1). runs all carts. Still guaranteed. 6 months old, with 5 superb games including Sonic the Hedgehog and EA Hockey, 3 controllers. PSU and all connections supplied. Willing to sell for £190. Phone Richard on 081-764 1169.
MEGADRIVE Quickshot, joystick, joypad, 5 games, Golden Axe, Ghouls 'n' Ghosts, Monaco GP, Gyhoug, Truxton, £220. Ring 0742-351418 (Sheffield).
MASTER SYSTEM for sale. 8 games, 2 control pads and joystick, everything is boxed with instructions £160. Tel. 0423 358108.
SEGA MASTER SYSTEM as new boxed plus 2 joypads Light Gun includes games Hang On, Safari Hunt, Golden Axe and Dick Tracey, will accept £75. If interested call Adam on 0844 52094 after 4.30pm.
NINTENDO NES 2 joypads 9 great games include Mario 1, 2, 3, MM2, Turtles, Zelda 2 and more! Everything in perfect condition, almost new. Phone Luke after 4.30pm 061-427 7806 (Manchester area). May deliver. Phone soon and catch this great offer £190 ono.
ATARI LYNX plus PSU comlynx adaptor and Ninja Graiden and Klax. Fully boxed. Ring John on 07048 72240, £95 ono.
EXCELLENT condition Gameboy including games Paperboy, Baseball, FONS, Tennis, Tetris, Dr. Mario, RO Gator, sell £115 (worth £230). Tel. James on 0227 793570 (Whitstable, Kent).
SUPER FAMICOM (Scart) F-Zero, Pilot Wings, Gradiua 3, Super Marioland, UN Squadron, Ghouls 'n' Ghosts. All boxed as new, £325. Phone 041-647 1874.
SEGA Game Gear hand held plus Mickey Mouse, Shinobi and G-Loc, all boxed, almost new with 9 months guarantee on gear. Mains adaptor and 6 batteries plus charger free. As new £200+, now only £165 ono. Tel. Rob on 0908 503422.
SEGA Master System, Light Phaser 3-D glasses, 2 control pads, 9 games including Wonderboy II, III, Chase HQ, Hang-On. Fantastic condition , all boxed, cost over £420, will sell for the bargain price of £200. Tel: 0568 614072.

NINTENDO Entertainment System with 12 games, Zapper NES Advantage and 2 hint books. Games include Super Mario 2, 1 Megaman 1, 2 Life-force. NES is in good condition, most games boxed. Bargin at £300. Write to School House, Tonbridge School, Tonbridge, Kent (A. Well).
SEGA Megadrive for sale, with 2 games, Elimental Master, Streets of Rage, very good condition, excellent Xmas present. Tel. 0254 393446.
MEAN MACHINES Magazines No. 1-12 £9, Raze No. 1-12 £9, Sega Power No. 1-14 £7, Complete Guide Consoles £5. Phone 081-318 0185, Paul.
SUPER FAMICOM Pal, 2 games, Mario, F-Zero, still under guarantee £250. (0582) 762945.
NINTENDO American conversion, joystick, laser scope, 2 joypads, 9 games. Mario 3, Double Dragon 3, boxed £295. Tel. 081-749 9818.
PC ENGINE Pal, 10 games for only £170 ono. Phone Ian on 04024 44103 and 6 Sega 8-bit games £10-£15 ono. Sega Game Gear English, 2 games boxed, 8 months guarantee for £140 ono. Phone Ian on 04024 44103.
SEGA MASTER SYSTEM ,2 SG Commanders, Light Phazer, Hang-On and Safari Hunt, built-in 4 extra games. Fully boxed, instructions 3 months old, only £70. Tel. 071-486 5234. Bargain best value.
MASTER SYSTEM, 2 pads, Light Phaser, Hang-On and Safari Hunt, built-in with 4 games, Spiderman Mickey/M. and Populous and Great Golf. Sell for £95 ono, but must be able to collect, mint condition. Phone Steve on 0582 6674422 (nr. Luton).
JAPANESE Megadrive for sale, runs all carts, comes with 6 great games, J. Madden Football, Streets of Rage, Ghostbusters, Forgotten Worlds, Golden Axe, and Hellfire, extra joypad also included, cost £300 will accept £190 ono. Tel. 0935 812363 for enquiries please (Dorset).
NINTENDO NES, Lighter Phaser and game £50, other games £15 each including Link, Ducktails, Turtles, Wild Gunman (Light gun). Tel. (0462) 437426.
GAME GEAR plus Shinoibi, G-Loc, Super Monoco, Psychic World for £130 or swap for a Megadrive. Contact Khalid 081-968 9767.



MEGA

FOR SALE

SEX well not quite. Revenge of the Gator, Turtles, Worlds Cup (Gameboy) for sale £10 each, also SK8 or DIE Turtles, Duck Tales and DD2 for NES for sale £12 each. All boxed and in mint cond. Contact me on Woodbridge 383570.
MEGADRIVE Scart 2 games £95, also Neo Geo games Burning Fight £75 and Raguy £65. Tel. 0932 351428 after 6pm.
SEGA Megadrive (Pal 1) Jap £110. Brand new, runs all games. Tel. David on 0924 402244 anytime between 9am and 10pm.
SINCLAIR SPECTRUM 128K, with Gun Zapper and joystick, also games inc. Outrun, Operation Wolf, etc. worth about £300 sell for £75 ono. Tel. 0625 537745, ask for Lee. Phone weekdays 4pm to 9pm, weekends anytime.
AMSTRAD CPC 464 colour monitor, over 100 games, with joystick worth about £500, sell £150 ono. Tel. 0625 537745.
GAMEBOY, boxed, leads, Tetris, Spiderman, Balloon Kid, excellent condition, worth £120 will sell £90 ono. Amstrad 6128 colour monitor, disk drive, over £250 worth of games, joysticks, excellent condition, worth over £650, will sell £280 ono. Tel. Matt (0482) 667419.
ISSUES 0-15 of Mean machines for sale, offers welcome. Phone Chris 081-647 0796 after 5pm.
SUPER FAMICOM (Scart) with Super Mario World, only 4 months old, still boxed. £155 ovno. Call Roy 081-981 0445, 12-5pm.
TWO GAMEBOYS with 7 games, magnifier, headphone, video link, and hand held black belt game. £210. Tel. Leicester 736060.
LYNX PLUS Warriors, Gauntlet 3, California, Comlynx, PSU all for £70. Megadrive games Sonic £18, Crackdown £18 or swap any of ther above for any good carts, After Burner, Road Rash, Hockey, Lakers, M/Mouse, F22, Immortal, Arcus, Devil Crash. Tel. Dean (02930 541371 (Crawley).
SEGA Master System, 2 games, Joe Montana Football and Alex Kidd £45ono. Phone Iain after 5pm, 0968 72694 (Edinburgh area).
BRITISH Megadrive with Japanese converter, 24 top games including Bare Knucklel and Donald Duck, stereo speakers with amplifier, 1 autofire joystick, 2 joypads, 1 autofire, four socket extension and tons of mags £800 ono. Tel. (04840 687102 before 8.30pm.
AMSTRAD CPC 464 with colour monitor, joystick £200 worth of games worth £450 selling for £350 ono. Phone 051-260 0703.
SEGA MEGADRIVE + 5 games, Ice Hockey, J.M.'s Football, Monaco. Runs all carts. £150 inc. p&p. Details: RK, 4B Currents Lane, Harwich, Essex CO12 3DE.

WANTED

MEGADRIVE and Master System Games wanted. ESWAT E13, Midnight Resistance £20, Sonic £20, Miabrahams Battle Tanks £15, Rampage £15 and R-Type. Tel. Now! 0983 66938.
FAMICOM games wanted. £20-£25. offered per game or swap for Casio Digital Diary. Tel. (0532) 626180 (Edward) after 6pm.
WANTED! games from the NES Adventure Series. Phone Howard Lindsay at 0784 243633 after 6pm.
SUPER FAMICOM games. Will pay £22.50. Also NES with games wanted. Also Mean Machines Issues for sale. Phone (0630) 652231, 5-9pm.
SEGA MASTER SYSTEM games wanted, will buy cheap. Contact 0946 65979, ask for Adrian.
GAMEGEAR more than no games unclear £60. If interested, please contact Darry on (0169) 831340. Must be in good condition.
WANTED Issues 1, 4, 6 & 8 of Mean Machines, willing to pay £3 each. Write to Paul Gaskell, 28 Tudor Avenue, Stalybridge, Cheshire SK15 3EL. Mags must be in excellent condition or I won't buy 'em! you got that!
WANTED Nintendo Game Pak Mario Bros (not to be confused with Super Mario Bros). Phone Dumfries on (0387) 56855.
WANTED Megadrive, 2 joypads, no games needed, willing to pay £80. Phone after 4.30pm, ask for John 081-672 5182.
GAMEBOY must have games and leads. Unscratched screen, mains adaptor if possible. Price will pay £40. Phone Guy 0382 454985.
WANTED your Megadrive master system games £5 to £20 eg R-Type, Alex, Mickey Mouse. Call Mark on 0926 498511.
CHEAP second-hand Megadrive with 1 game. Please before Christmas, ask for Matthew on 09958 694.
WANTED for Nintendo NES Ghosts & Goblins, Ice Climber, Mario Bros (not the Super Mario Games) and Donkey Kong 3 prices negotiable. Must be in good condition. Phone Darren on 021-360 7029, after 7pm Tuesdays to Fridays.
I WILL BUY Powerbase £15, Master Gear £15, Game Gear and 2 games £100 and any Master System game £10 each. Ring Ken on 081-898 5601 , 7pm.
MEGADRIVE games wanted, will pay up to £20. Phone Alan on 0603 810466 or write: 15 St David's Road, Hethersett, Norfolk NR9 3DH.
MEGADRIVE games wanted will pay up to £25. Send SAE with list of games to: Andy, 55 Welwyndale Road, Sutton Coldfield, W. Mids. B72 1AN.
SECOND HAND games wanted. Famicom, Gameboy, Megadrive, Gamegear, Neo Geo, etc. Also second hand machines, Part-X available. tel: Ben (0422) 310383.
I WILL BUY your Sega games for £10, Game Gear games for £12 and Megadrive games for £15.If interested then send list to: 6 York Way, St. Ives, Huntingdon, Cambs PE17 6DU or tel Darren on (0480) 65744 after 6pm, open to all offers!
HANDHELDS! Lynx or Game Gear with 2-3 games, pay up to £100. Also Gameboy with 3-4 games, up to £60. Phone James (0472) 371 404.
URGENTLY NEEDED Megadrive and Master games. Also Master convertor for Mega drive. I will pay top prices!! Write to: Mark Prendergast, 16 Herbert Street, Denton, Manchester M34 3DD.
WANTED Maniac Mansion (Amiga) will swap for Ninja Spirit (Amiga) and £2. Phone Simon on (0276) 29996.
ATARI LYNX games wanted. APB, Block Out, Ninja Gaiden, Klax, Turbo Sub. and World Class Soccer. Pay reasonable price. Also Gameboy wanted with at least 15 games, will offer £150 ono. Tel. 0438 725058 ask for Peter or Kam.

SWAP

SWAP After Burner and Altered Beast or Sonic for Fatal Rewind, Immortal, Starfight or sell for £20 each. Call Toby 0646 692996.
I'LL SWAP my Spectrum plus 2 with loads of games for either a Megadrive or a Sega Game Gear with at least 2 to 3 games. Ring 0204 793697 and ask for Adam. Hurry and I'll slam in a joystick.
TO SWAP Nintendo Turtles in very good condition for any good game, like SMB2 etc. Phone (0602) 870163, after 6pm.
SWAP Gameboy games battle unit, Zeoth, Nemsis, Final Fantasy, Tennis, WWF, Nintendo World Cup, for any Gameboy, Game Gear or Master System games. tel. 041-942 7674. I will swap 2 games for F1 Race + 4-player adp.
SHARP Hi-Fi has CD record player, twin cassette radio, speakers, like new. Also has graphic equalizer and high speed dubbing worth £600, swap for Amiga. Must be in good condition with games. Phone 0792 206155, ask for Darren after 5pm.
WILL SWAP Megadrive Popuous for Ghouls & Ghosts. Jap or Official. Phone 0592 261894 (between 5-6pm) and ask for Iain.
WILL SWAP Ghouls & Ghosts, Mickey Mouse and Altered Beasts for John Maddens, Lakers vs. Celtics or Road Rash (all UK) or any other decent game. Phone Jay, 0902 340252.
MEGADRIVE SWAPS. I have Outrun, Zero Wing, Lakes vs. Celtics, Gairies, Gynoug and Crackdown to swap. I want any decent game. especailly Road Rash, Bare Knuckle or Ice Hockey. Consider anything. Ring John on 0484 602176, between 8-9pm.
NES GAMES for swap. Section Z, Metroid and Soccer for any other decent games. Ring 021-7058585 after 6pm, please.
SWAP my Jap Megadrive with 8 games, including John Maddens and Strider for your Amiga. Interested, phone Steve 0685 875388.
WILL SWAP my PAL Megadrive + Sonic, + £50 for a PC-Engine, CD-Rom player. Or will swap Megadrive + Sonic for a Super Grafx + game. Or will sell Megadrive + Sonic for £100. All deals negotiable. Call Peter after 5.30pm, on 0708 726530. Hurry!
SWAP MEGADRIVE games. Spiderman, Gynoug, ESWAT, Mickey Mouse, DJ Boy, Wonderboy 3, for good games, ie Ice Hockey, Lakers vs. Celtics, Ghouls & Ghosts, Streets of Rage etc. Phone Dan on 0270 624654 after 4pm.
JAPAN Sega Megadrive plus 8 games and 8 Mean Machines mags for an Amiga 500. If interested, contacted (0572) 755924.
MEGA and Master System games for swap. Ring 0482 823490 and ask for Tommy. Also Acorn Electron for sale.
PAL MEGADRIVE + 2 joypads for a PC Engine core Grafx, 2 PAL version with joysticks. Phone Bal 0902 336849 Now!
I WILL swap Budokan or Megatrax for any other decent Megadrive or swap for Atari Lynx games. Phone (0702) 520962.
SWAP OR SELL Megadrive Super Monoco GP and Mickey Mouse for Ghouls & Ghosts and Strider or buy for £18 each. Must be British and in vgc. Write to Kevin Watson, 18 Polmaise Street, Blaydon, Tyne and Wear NE21 4DB, thanks.
I WILL SWAP my Sega Master System with Light Phaser, 2 built-in games and 3 separate games for a Gameboy with a few games or I will sell for just £65 ono. If interested, ring 081-578 0391 Now!
WILL SWAP Gauntlet 3 for Gates of Zendocon. Phone Rory on 05772 251.
WANTED Megadrive Mickey Mouse, Alien Storm (Jpn), ea Ice Hockey, and Sonic for my Moonwalker, Ghouls & Ghosts, Strider and Technocop. Tel. after 5pm on 0533 876915.
WILL SWAP Japanese Wonder Boy 3 for Super Monoco GP or any other good Japanese or British games. Ring (0223) 892866.
SWAP full size stereo Casio keyboard with metal stand worth £200, never used unwanted present, still in box for Sega Megadrive plus games etc. best offer will get this superb keyboard. Phone 0706 624945 weekdays only, after 8pm, ask for Lee.
NES GAMES for swap or sale. Super Mario, very urgently wanted. All games considered for swap. Phone Nick on 0602 289856.
SWAP Megadrive Sonic, Hedge Hog, Super Monoco, World Cup Soccer or Whip Rush for Tour Golf, Ice Hockey or Fantasia. Tel. (0245) 494903.

AMART



WILL SWAP either Rush' Attack + Life Force or Silent Service for SMB2. Phone 0861 524624 (NES). Phone after 6pm.
I WOULD like to swap my Atari 520 system with 3 joysticks, 1 mouse, disc box, with over £1000 worth of games. Brilliant condition and still boxed. For a Megadrive with at least 5 games and 1 joystick. Any offers can be asked. Phone 081-857 1980.
SEGA Mega Games to swap. I will swap Strider and Forgotten Worlds, for Mickey Mouse, Alien Storm or Streets of Rage. Phone Ian on 05546 2796 after 6pm. All games must suit UK Mega Drive not Jap or USA.
NINTENDO with Zapper with 5 descent games for Master System with 4 games, including Shinobi, Space Harrier, Altered Beast and Golf Mania. All boxed with instructions plus Maverick 2, joystick, worth £200. If interested, phone (0372) 378480 and ask for Danny Matthews.
SWAP my Gameboy with 5 excellent games worth £170 for your Megadrive plus 1 game. Phone (0232) 793663.
SPECTRUM +2A 128K good condition with box new cruiser joystick, loads of games ideal for young child I will swap this bargain for a Lynx Gamegear or a Gasmeboy with some games, or I will sell for a mere £65 ono. Tel. 061-449 0514.
MEGADRIVE swap Ghouls 'n' Ghosts, Battle Squadron, Sonic for Spiderman, JM 92 Robocop, Pitfighter or sell for £25. Call 081-455 7265.
GREMLINS TWO swap for World Cup, Days of Thunder or Galaxy 5000 or you can buy. Phone Allan on 0924 495428.
SWAP Megadrive with 9 games including EA Hockey and Populous for 1MB Amiga. Call Daniel on 081-446 7443.
I AM SICK and tired of Super Monaco GP for my Megadrive. Well, it's not that bad – come to think of it, it's brill. So I'm willing to swap it for virtually anything else. Phone (0272) 414111. Do it now!

MEGADRIVE swap. I have Sonic. I want James Pond 1, Strider or Super Monaco, UK/Jap. Tel. Kevin 0224 722143.
MASTER SYSTEM with 4 excellent games worth £180+ for Lynx II with 2 games or six descent NES games. Phone 0372 378480.
NINTENDO swap Ghosts and Goblins, Simons Quest, Lifeforce, Black Manta, Bubble Bobble, Castlemania, Duck Tales, Faxandu, Snake, Rattle and Roll. Will swap 2 games for NES advantage. All swaps considered. Phone Mark on 091-526 8649 after 4pm.
MEGADRIVE my Sonic the Hedgehog for Pit Fighter. Phone Andre 0582 486213, call now.
I WILL SWAP my NES games for yours if interested. Phone Tarron on 031-663 8897 after 4pm and not agfter 9pm.
WANTED Famicom games, needed badly go-go. Phone as soon as possible 081-954 4944 and ask for Paul.
SWAP my Megadrive and Nintendo games for your Famicom games so phone 081-954 4944 and ask for Paul.
SWAP my Pal PC Engine plus game for your Japanese Pal Megadrive plus game. Phone 081-398 8611 and ask for Ian.
NES GAMES Lifeforce, Rygar, Turtles and SMB1 for any good games especially sports games. Contact Justin on 0328 864047.
I'LL BE BACK, yes you guessed it Masterswap Club II. We have Megadrive games galore, Sonic, Moonwalker and many more exciting games. Phone for latest list, for a small fee a new game is yours. Call Dan 0850 353 484 after 6pm.
GATHER ROUND Megadrive, Sega, Gameboy, and Lynx owners, do you have games you wish to exchange? Yes! Then write (SAE appreciated) to: Replay, 'Lyngval', Towyn-Way-West, Towyn, Abergele, Clwyd LL22 9LF. Don't Miss Out!

MEGADRIVE EA1 Hockey and Sonic for Streets of Rage and Budokan and for any good game. phone 0698 829392, call Alex.
I WILL SWAP Solar Jetman for Snake, Rattle and Roll, Captin Sykhawk or any other good games. Phone Thomas on 0672 870008.
SWAP! my UK Strider or UK John Maddens for your UK/USA Lakers vs. Celtics. Phone James on 0923-85-5266.
SWAP TMHT for Shadow Warriors with instructions book. Ring (0993) 778913.
I WILL SWAP my Megadrive games: Thunderforce II, Eswat, Moonwalker, Zoom plus Alex Kidd (2 games) for yours. Bare Knuckle, Golden Axe, Revenge of Shinobi, Wrestle War or any other games. Contact Huy 081-693 6738.
EXCHANGE CLUB for all consoles. Swap your old games for new! Used softs, some swaps free! Tel. Ben (0422) 310383.
I WOULD like to swap Mario for WWF or Robocop and remember they're Gamesboy games. Tel. (0533) 734921.
MEGADRIVE UK, PGA Golf and Road Rash for your EA Hockey and Monaco GP or others. Tel. 0928 722391 after 6pm.
FANTASIA or cash offered for Sword of Vermillion. Tel. 0621 856600 evenings, 0268 542149 daytime.
MEGADRIVE my EA Hockey for Streets of Rage, Golden Axe or Strider. Contact Mark after 6pm on 041-763 2010.
MASTER SYSTEM + 4 games including Californian games. Will swap for gameboy, Tetris and 2 player lead. Phone 0344 779211.
I WILL SWAP my Duck Tales, Ghosts 'n' Goblins or TMHT for your Robocop, Batman or any other good NES games. Tel. 041-779 1426.
I WILL SWAP Double Dragon and Golden Axe for Asterix, and Mickey Mouse or Super Kick Off. Phone Tim (021) 4584292.
I WOULD LIKE to swap my WWF, Wrestle Mania Challenge for Gremlins 2. Phone (0634) 389877, ask for Matthew.

PEN PALS

MEGADRIVE! Hey, am I the only girl owner around? I'm 13 and looking for a Pen Pal. Sorry no boys. I'm no good at writing them letters. Write to Geraldine, 2 Winkhurst Way, Burgess Hill, West Sussex RH15 0RU, 100% reply.

MEGADRIVE and Game Boy contacts wanted to join MDPC Megadrive Pen Pals Club and GBPC Game Boy Pen Pals Club. Write to: Chris Jess, 58 Legacurry Road, Lisburn, Co. Antrim, Northern Ireland, BT27 5LZ. Please write soon. 100% reply guaranteed.

MISCELLANEOUS

WIPEOUT! Great new monthly magazine on disk. covers Super Famicom, NES, Amiga, Sega, Gameboy, Lynx, for use on Amiga. Send large SAE and £1.25 to Gareth Classe, 21 Forglen Crescent, Bridge of Allan Stirlingshire, Scotland FK9 4BQ. We promise you'll like it!
STAV wants Simon from Wales to get it contact, because can't get through with number you give me. 0636 71361.
USED GAMES AND SOLD, Megadriver, Famicom, Game Gear and Master System. Best prices paid. Also exchange unwanted games for just £3 + £1 p&p. CONSOLE ACTION 0792 584346.
KEYBOARD PLAYER and Vocalist wanted for Techno House Band, male or female aged between 15 and 17. Possible gigs in the future! fame and fortune guaranteed. For more info call Brian on (0625) 617424 after 6pm.
PHEW! Super Real Basketball and World Cup for Sega Megadrive for sale £20 each, £35 both. Ring Matty 0484 719525 Now!!. Also Wrestle Mania Two video and two Solid Soccer videos for sale all for £25 or separate, call 0484 719525 Now!
MEGADRIVE carts bought, sold, exchanged, new and used games wanted. Bare Knuckle, Road Rash, EA Hockey pay up to £20 each. Super Famicom games also wanted, call for details on 0246 570885 or send SAE for list.

MESSAGES

GAMEBOY GUIDE: Quality Nintendo Gameboy, Fanzine, over 100 users already. Send in your reviews, features, cheats + hints, and cartoons.Make cheques or postal orders payable to Stewart Cromar, send 70p to Gameboy Guide, 10 Jarvie Place, Glenrothes, Fife, Scotland KY6 2LE.

MEGADRIVE and Gameboy owners. Great offers on all carts, eg R-Type plus Alleyway £23, Gameboy, Street Smart and Assault Suit, Leynos £45, Mercs Devil Crash and Beast available. Tel. Trevor on 0266 871170 after 5.30pm. All games unused, no swaps.
MEGADRIVE owners, the most recent information from Japan on how to convert your Japanese or English Megadrive to display English text on most Japanese games. No technical skills necessary. Send SAE to C. A. Consoles, 11 Cheriton Grove, Perton, Wolverhampton, WV6 7SP.
MEGADRIVE owners loads of games for swap new and old only £3. Ring 0476 64439 anytime, ask for Stuart.
FED UP with your unwanted Nintendo or Gameboy games? Write to me and I will help you sell or swap them with other people. This is a club that helps you get rid of them and it's the only one around. For details send an SAE to: Nintendo Swap 'n' Buy, 5 Heathfield Road, Bushey, Herts. WD2 2LH, phone 0923 224359.
SEGA MEGADRIVE (PAL-1) only £110. Jap version runs all games. Tel. David on 0924 402244. West Yorkshire, between 9am-10pm.
CAN ENGLISH Games work on American Gameboys. Tel. Northants 741965.

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NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...





Out on the fabulous Super NES early next year is Capcom's own conversion of their breathtaking coin-op platform beat 'em up, Magic Sword. At the top of the Dragon's Tower, so the story runs, the malevolent Black Orb slowly sucks light and goodness from the world. It is, of course, your job to battle up the fifty (albeit short) floors of the tower and destroy said orb. On the way you rescue captured warriors such as ninja and lizardmen who join you in your quest and make the going a lot easier. The Super NES version will lose the arcade machine's dual-player mode, but promises to provide plenty of fantasy-style platform combat.







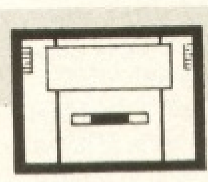


▲ *Spot the difference! As you can see, the Super NES version of Magic Sword is very close to the coin-op. Check out the arcade shots.*

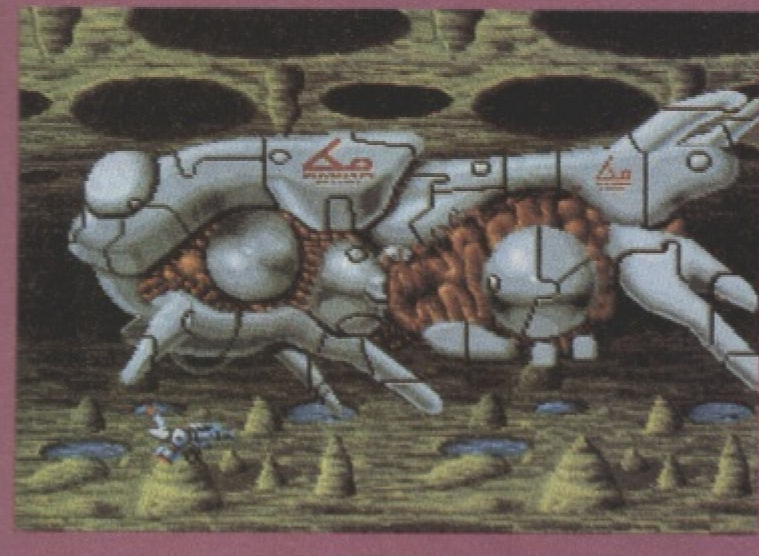


SUPER FAMICOM





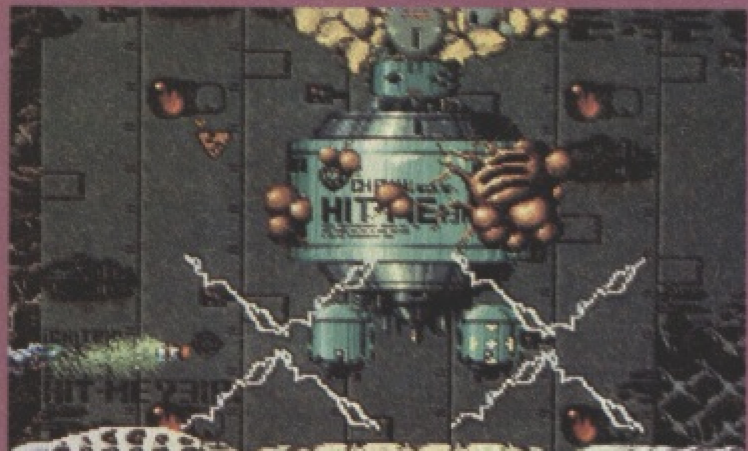




PHALANX
THE ENFORCE FIGHTER A-144
ファランクス

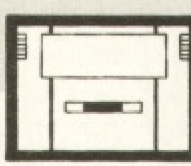
Just when you thought UN Squadron was the last word in shoot 'em up thrills on the Super NES, Phalanx has made itself known. It's a sprawling shoot 'em up that boasts devastating graphics, lots of huge enemies to destroy and a maze-like level set inside a fortified asteroid! It's looking rather exciting, so you can be sure that we'll be reviewing it as soon as it's out.





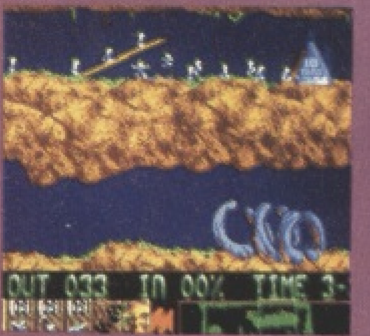
SUPER FAMICOM





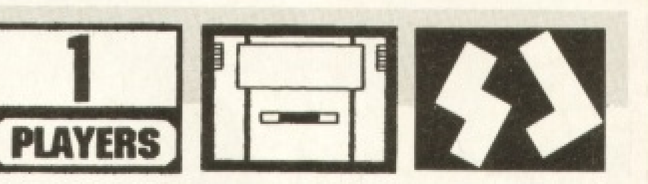


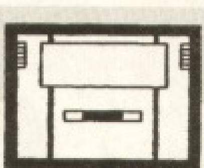

Even non-computer owners will have heard of Lemmings. It's the classic puzzle game which casts you as a Lemming God, controlling the fate of all your Lemming subjects. Fortunately for them you are benevolent and have seen fit to save them from the many accidental deaths for which lemmings are famous. To help you save these stupid, dumb creatures you can grant individual Lemmings special powers, such as being able to bridge gaps over gaping chasms and dig through rocks. Lemmings is available next month on the Super NES, and there are NES and Gameboy versions also in the pipeline.





SUPER FAMICOM



SHINING FORCE

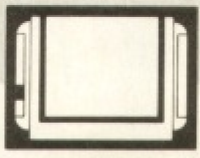
Shining Force is the sequel to the nice-looking, but rather dull-playing Shining in the Darkness. The graphical feel of the original has been retained, but the gameplay has been much improved. There are new monsters, a huge choice of player-characters, a much-improved 3D perspective combat system and the exploration part of the game has been transformed into a more Vermillion-style overhead view. Overall, the game looks great, boasting the fab graphics and depth of gameplay of the original, but losing the duller elements that spoilt Shining in the Darkness. Sounds like one to watch out for - you'll see it first in MEAN MACHINES.

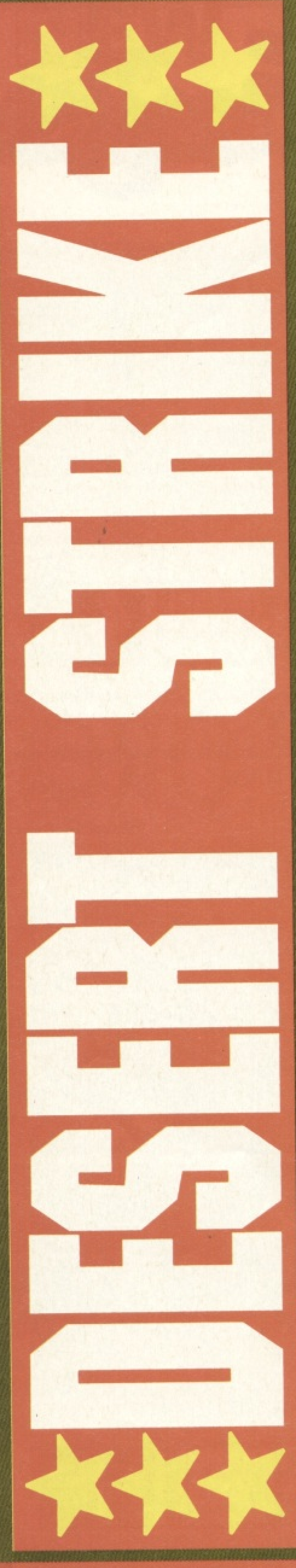


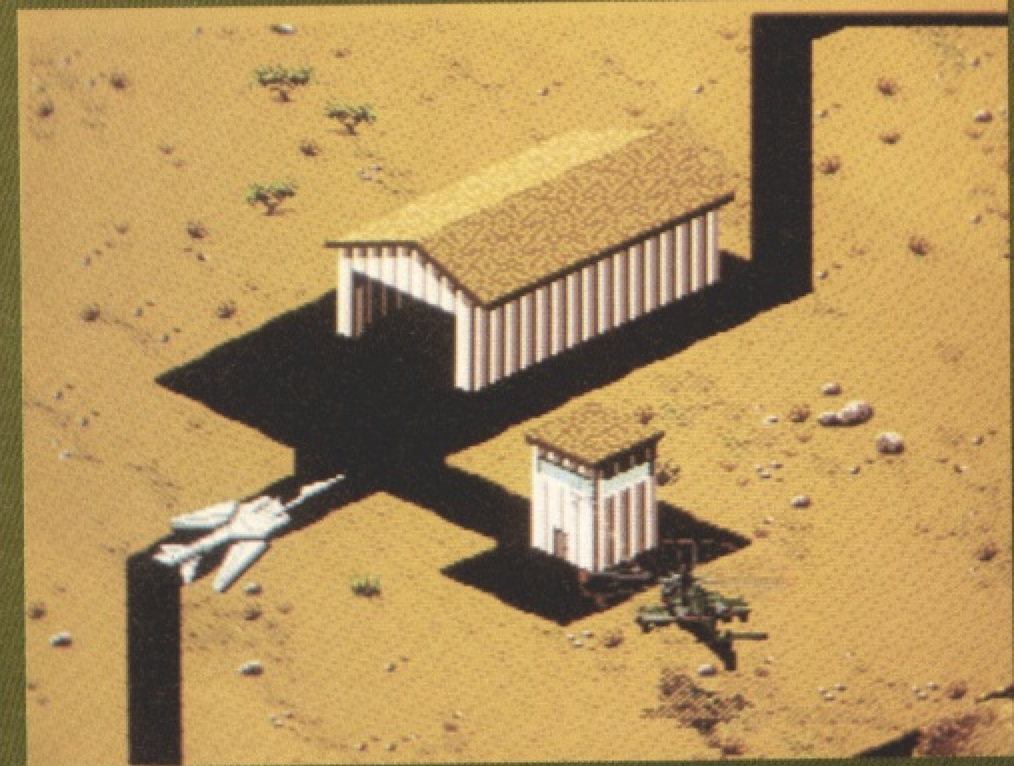


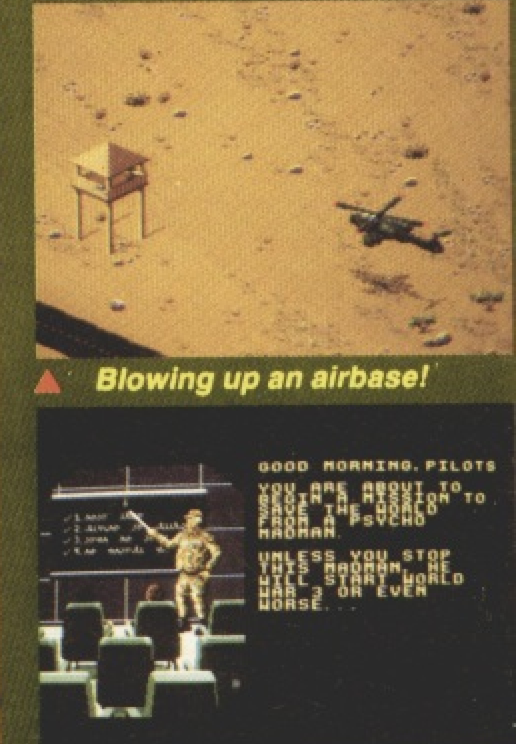
MEGADRIVE









Blowing up an airbase!

Cor! It would appear that some Middle Eastern megalomaniac is attempting to start World War III! This is the not-at-all-based-on-real-events plot behind Electronic Arts' new shoot 'em up Desert Strike. The action is seen from a remote forced perspective 3D viewpoint, and the player has five missions to undertake, each with up to ten separate objectives! These include blowing up airfields, destroying command centres, demolishing radar sites and seeking out friendly spies planted in enemy installations. Later levels include such chopper-related delights as a level spent dodging through a cityscape of skyscrapers! So far the cart is looking well up to the usual high EA standards, and you can be sure that we'll be the first with the full lowdown.

Each mission starts at your home base - a massive warship! Only return when you've finished every sub-mission.



This map is used to locate each mission objective which flashes helpfully.

Oww! This is what happens once enemy fire fire has blown away your protective armour!

MEGADRIVE

1 PLAYERS



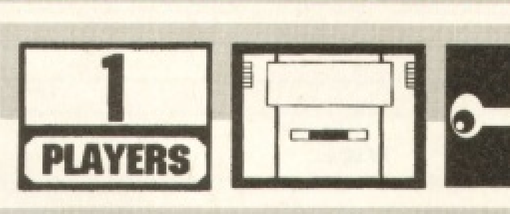
Only by using his magic green book can our hero move those large heads and progress.



By collecting three crystals and arriving at this spot, the hero can pull out that massive sword that's stuck in the stone. This magical chopper fires magic bolts.



SUPER FAMICOM



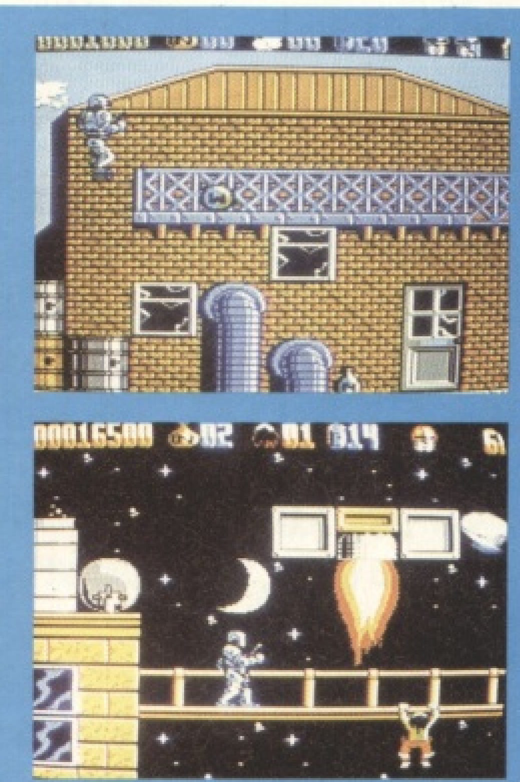
LEGEND OF ZELDA III

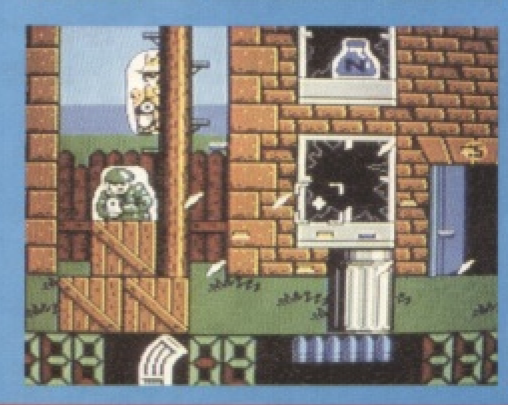
The long awaited Super NES Zelda III was recently unveiled in Japan. It's very much like the first two NES Zelda games, with the action being viewed from overhead. The emphasis is definitely on role-playing, with an immense map to explore, a wealth of puzzles to solve and heaps of monsters to clobber. Zelda III certainly looks to be a hot title - wait until next month and we'll give you the definitive review.

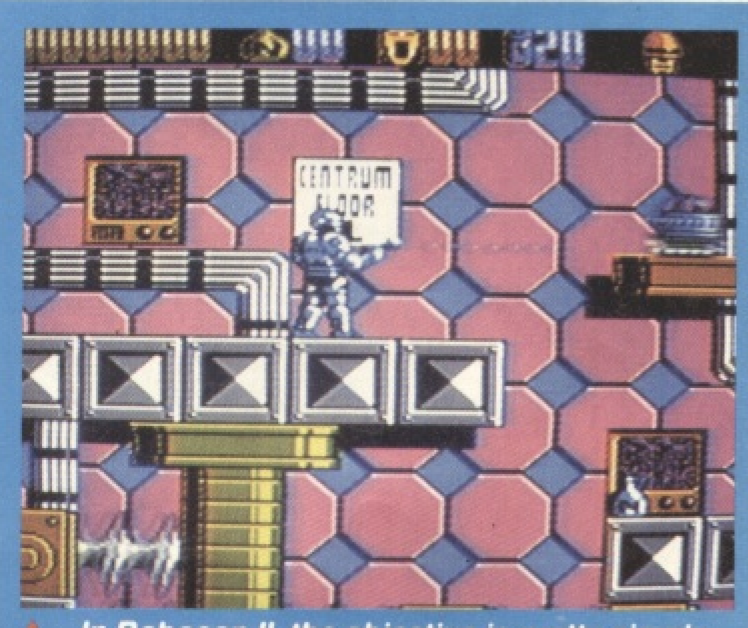




The city of Old Detroit is in the grip of a powerfully addictive new narcotic called nuke. What with you being the hardest cyborg on the police force and everything, you're the one dispatched to clear up this little trouble spot by arresting all the nuke dealers and confiscating all the nuke. As well as this, you also have to deal with the renegade Robocop 2, a massive, powerful cyborg which has gone a bit loopy and decided to take over things a bit. The action is platform-based, but there's also an Operation Wolf-style shooting range where Robo has the chance to recalibrate his sights. If Robo is tops in your book of heroes, check out the review next month.



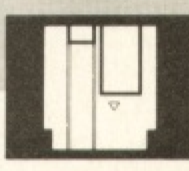




In Robocop II, the objective is pretty simple. Just blast those felons and collect that Nuke in order to reach the next level. Simple... we don't think!

NINTENDO







DEAR

YOB'S GOSSIP!

Hi! YOB here with some more inside gossip! After the mammoth Christmas issue last month, the MEAN MACHINES crew (and MEGATECH editor Paul Glancey) decided they needed a holiday and all whizzed off to a massive rented farm house in Abergwesyn, a very remote part of mid Wales. What did they get up to? Well, I managed to get hold of the pictures they took - which they didn't want you to see!

▲ *I can only think that Rich 'n' Jaz are trying to see whether Radion washes whiter than white!*

▲ *If anyone thinks they know what's going on in this picture, please write in to me - a prize for the best suggestion.*



▲ *Jaz regresses to monkey mode...*



▲ *Who the hell do these guys think they are?*

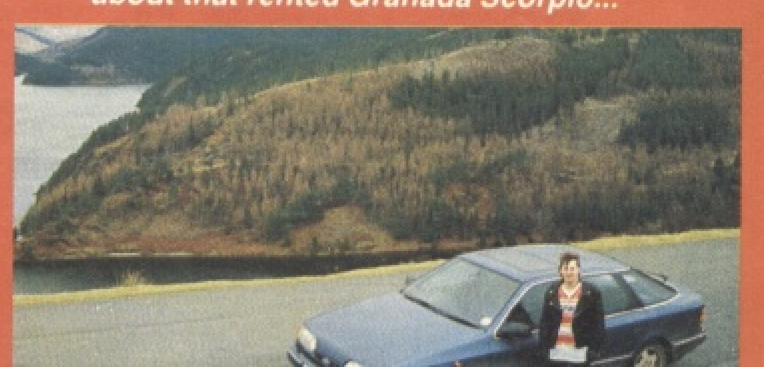


▲ *I can hardly contain myself. An exciting picture of Britain's loneliest telephone box.*

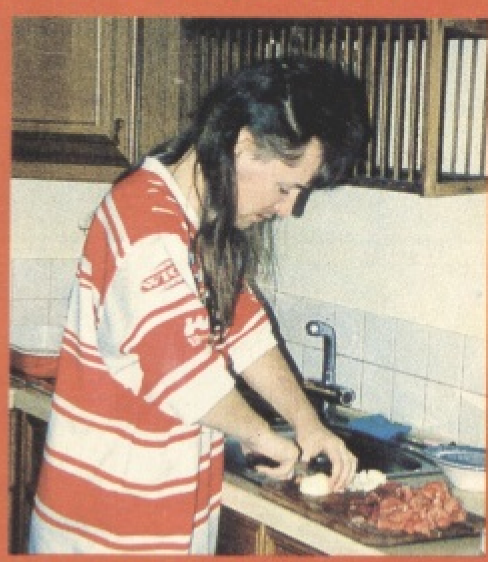


▲ *The crew (and Richard's tongue) hang out at Devil's Bridge near Aberystwyth.*

▼ *Boy, could I tell you some horror stories about that rented Granada Scorpio...*



▲ *Rad after being washed.*

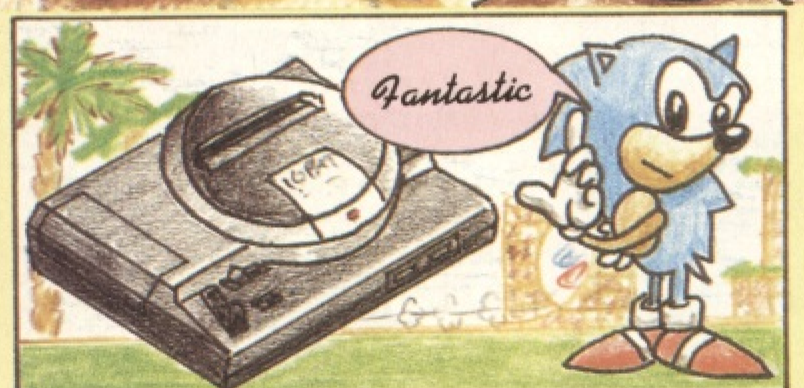


▲ *Much blubbering in evidence as Jazza, who apparently cooked all the meals, prepares onions for the thrilling and highly sophisticated evening meal - steak, potatoes and onions.*



▲ *Rad and Editor of MEGATECH magazine Paul Glancey indulge in washing up related merriment and hi-jinks.*





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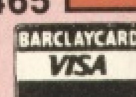
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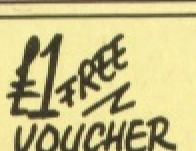


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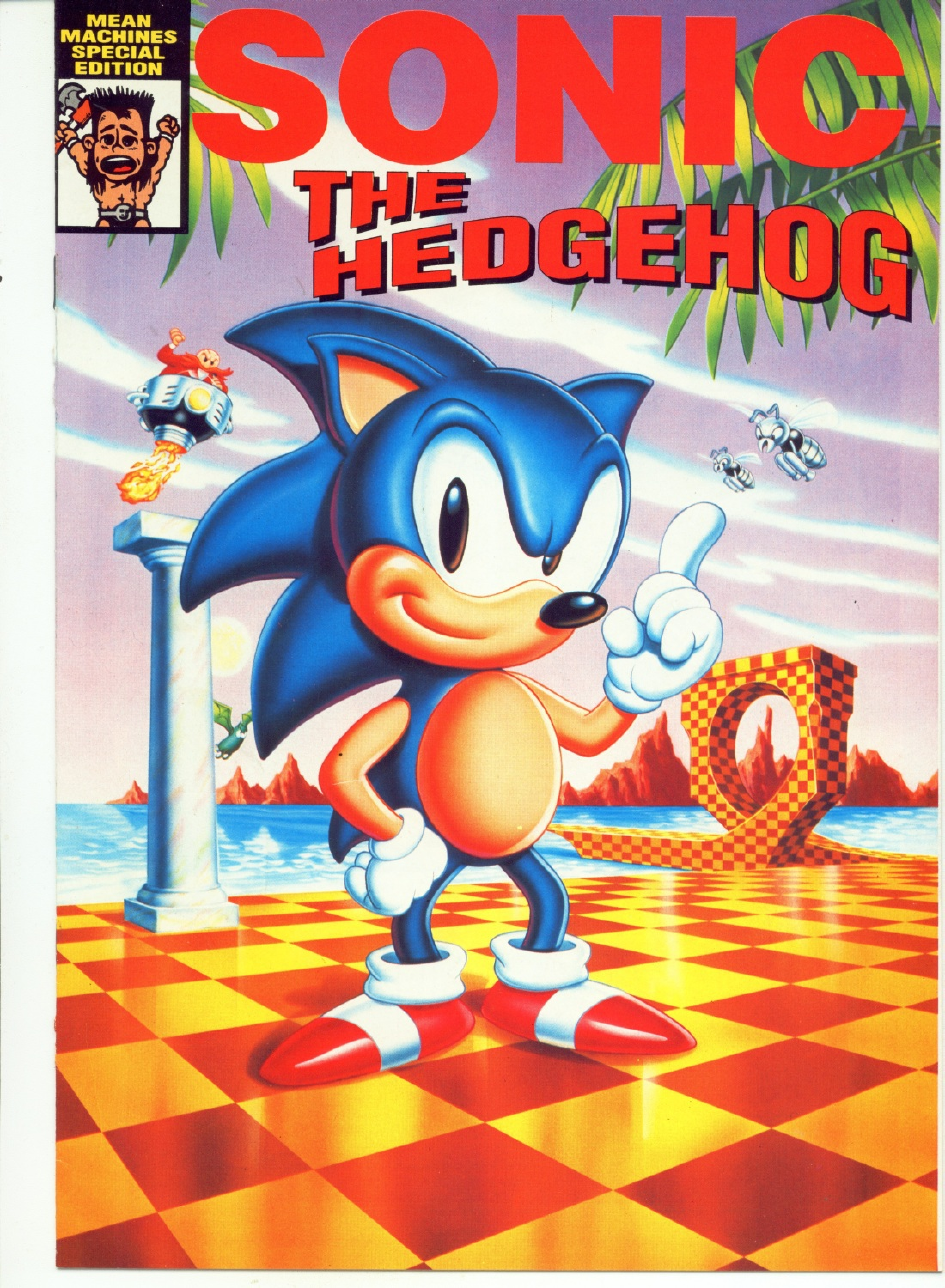
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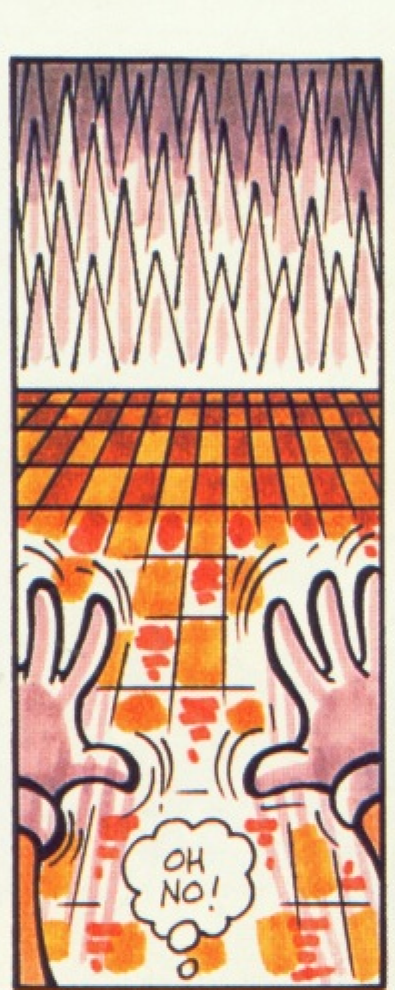
MEAN MACHINES SPECIAL EDITION
SONIC THE HEDGEHOG

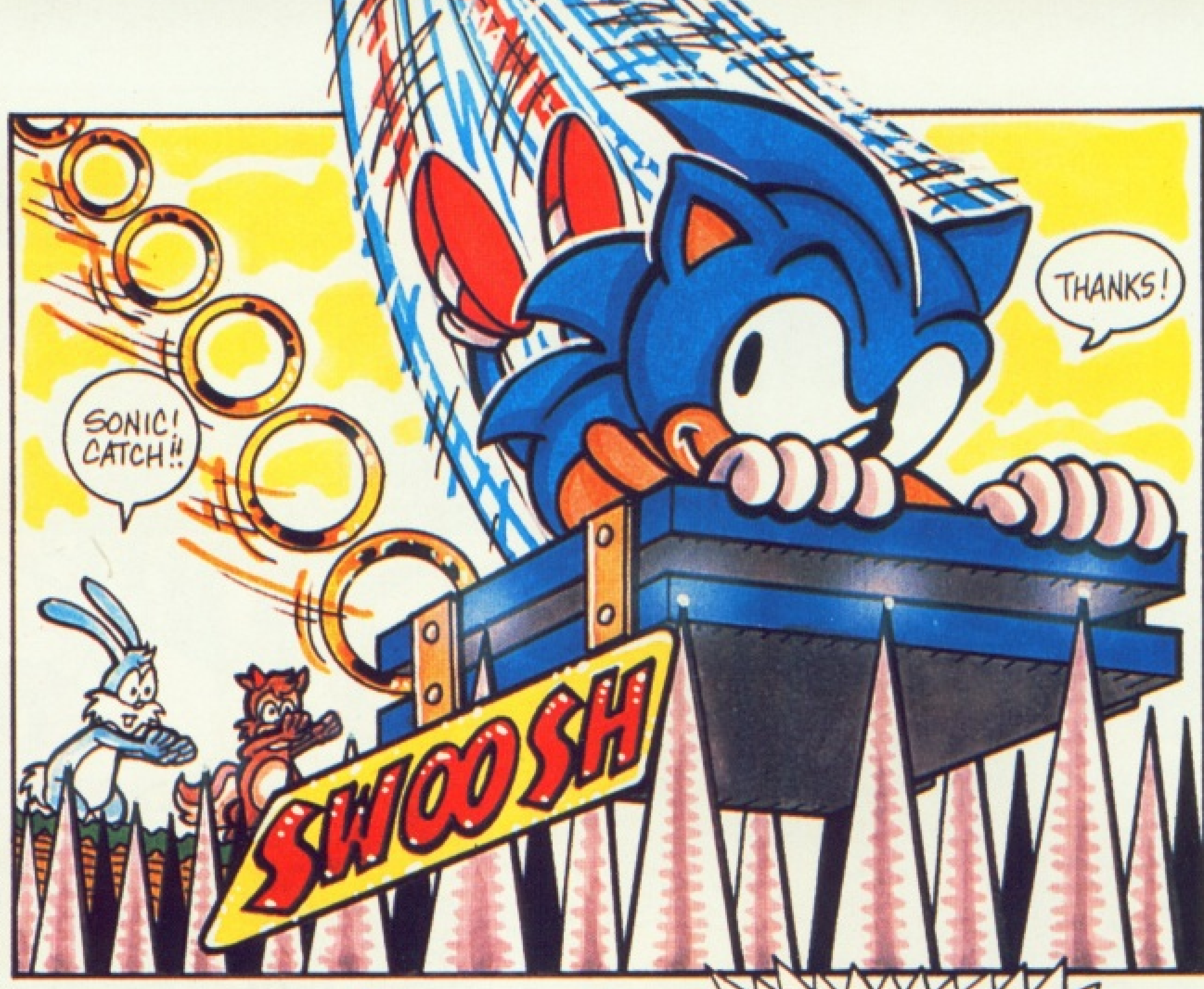
WELCOME TO THE PLANET MOBIUS! THIS USED TO BE A REAL FUN PLACE TO LIVE UNTIL THE EVIL **ROBOTNIK** POPPED UP AND STARTED TAKING OVER THE PLANET WITH HIS KILLER ROBOTS. ONLY **ONE** PERSON STANDS BETWEEN ROBOTNIK AND TOTAL WORLD DOMINATION! SHORT, BLUE, SUPER-FAST, AND RADICALLY COOL, HE'S ...

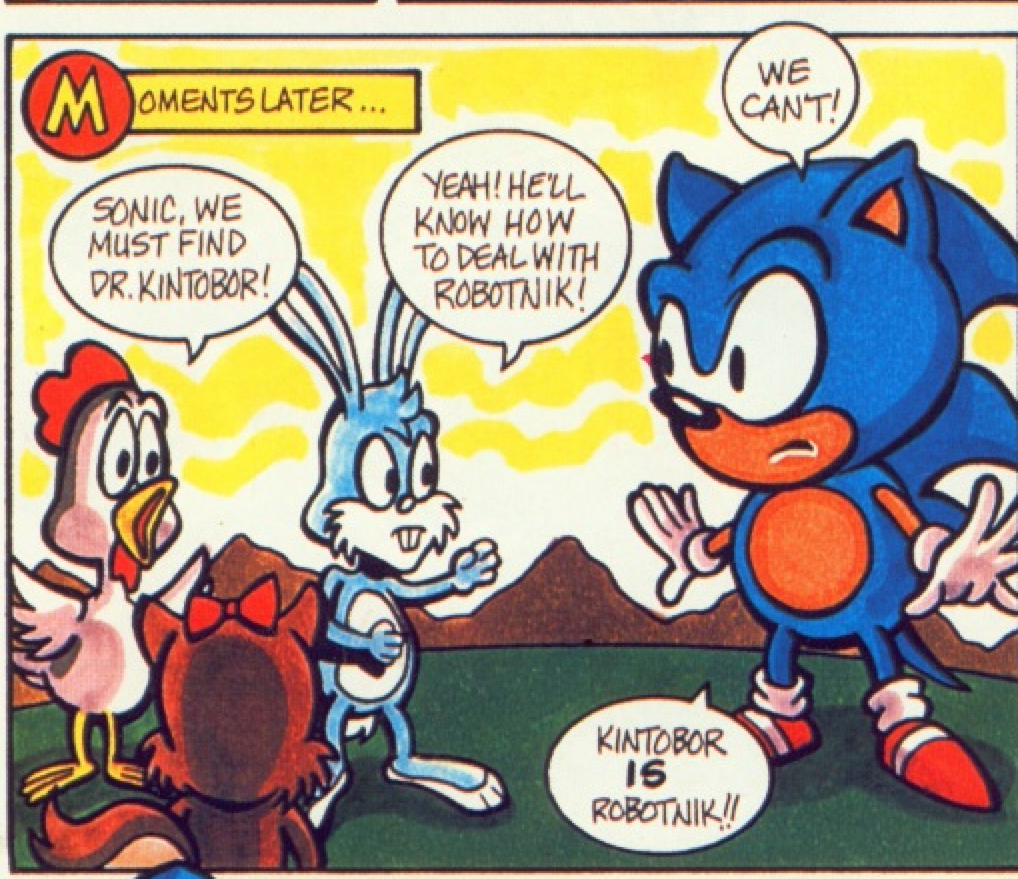


SPECIAL THANKS TO SONIC'S HUMAN FRIENDS: JOHN ALBANO, MADELINE CANEPA, REBECCA GRAY, CASEY GRIMM, MIKE LATHAM, JOHN PEDIGO, JOE PEREZ, SCOTT ROHDE, BERT SCHROEDER, DEAN SITTON, JAIMIE WOJICK.


UH OH! BADNIKS!
GOTTA BE CAREFUL... MY FRIENDS ARE TRAPPED INSIDE THOSE ROBOTS!
ZING!
PING!
POW!
HA! THERE GOES THE REST OF THE BADNIKS!
THEY AREN'T SO...
...TOUGH!?
KRUMBLE
YEEOWW


OH NO!


SONIC! CATCH!!
THANKS!
SWOOSH


MOMENTS LATER...
SONIC, WE MUST FIND DR. KINTOBOR!
YEAH! HE'LL KNOW HOW TO DEAL WITH ROBOTNIK!
WE CAN'T!
KINTOBOR IS ROBOTNIK!!


WHAT!?
HANG LOOSE!
I'LL EXPLAIN!

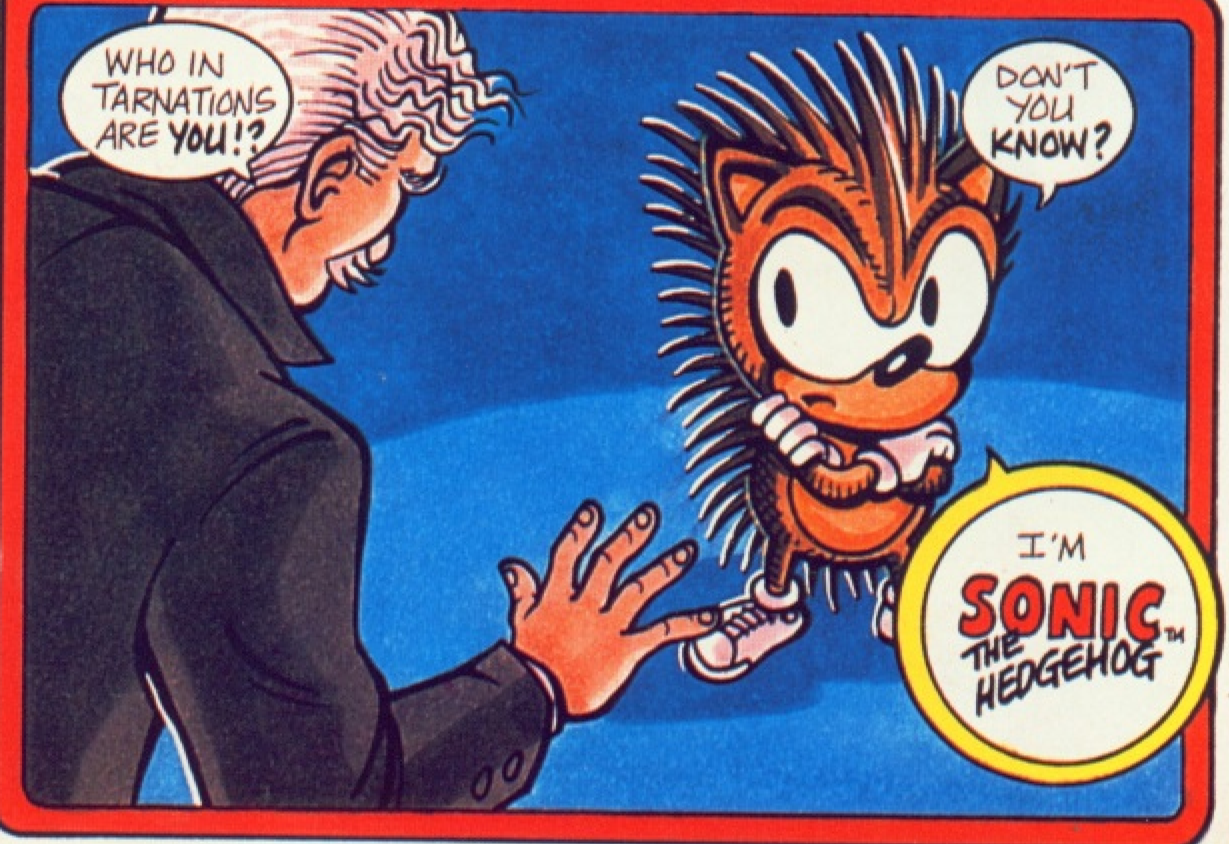

IT ALL STARTED THE DAY WHEN I ACCIDENTALLY BURROWED INTO DR. KINTOBOR'S UNDERGROUND LABORATORY...
EUREKA!
I'VE DONE IT!
ROCC


WHAT!?
WHAT HAVE YOU DONE?
I HAVE CREATED A RETRO-ORBITAL CHAOS COMPRESSOR!
I CALL IT R.O.C.C. FOR SHORT!


WHAT DOES IT DO? SMASH TRASH?
NO! NO! IT ATTRACTS ALL THE EVIL FORCES ON YOUR PLANET!


...AND LOCKS IT INSIDE THOSE EMERALDS!!
ONCE I DESTROY THE EMERALDS, I WILL ERASE ALL EVIL FROM MOBIUS FOR-EVER!


BUT, FIRST I HAVE TO...
I THOUGHT I SAW AN ERINACEUS EUROPAEUS!*
* ERINAEUS EUROPAEUS: LATIN FOR HEDGEHOG.

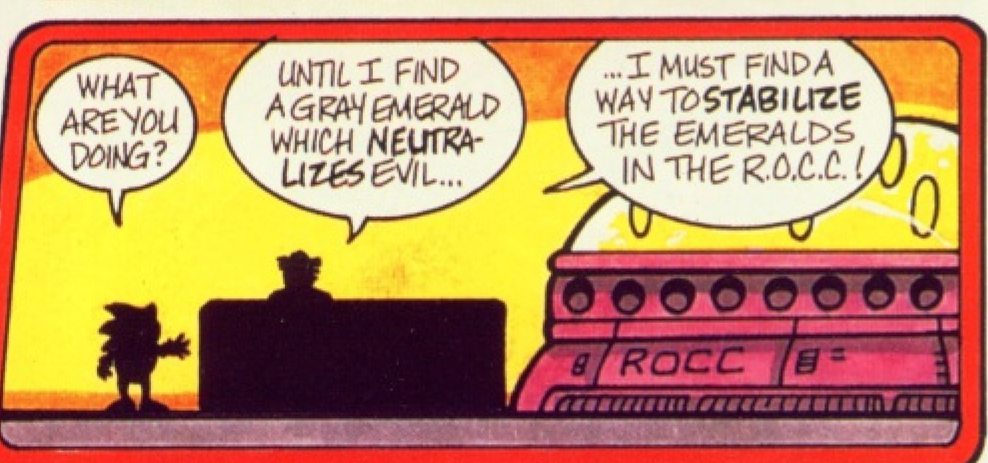

WHO IN TARNATIONS ARE YOU!?
DON'T YOU KNOW?
I'M SONIC THE HEDGEHOG™



DOC AND I SOON BECAME FAST FRIENDS! HE EVEN LET ME TRAIN ON HIS EXPERI-MENTAL SUPERSONIC TREADMILL!
...ACCORDING TO EGGSTEIN'S THEORY OF MASS VERSUS VELOCITY, YOU SHOULD ONLY BE ABLE TO ACHIEVE A SPEED OF...
HA! EGGSTEIN'S THEORY! WHAT A YOLK!
017 MPH
WWWHRMM
AMAZING! 355 MILES PER HOUR!
355 MPH
AND IT'S STILL CLIMBING!
I'LL SHOW YOU SPEED!
BE CARE-FUL! I DON'T KNOW HOW MUCH THE TREADMILL CAN TAKE!
685 MPH
WHHHREEEE
BOOM!
HEY!
I'M BLUE!
COUGH! COUGH!
IT MUST BE THE COBALT EFFECT!
...A RESULT OF SHOCKWAVES HITTING YOU WHEN YOU SMASHED THE SOUND BARRIER!
GADZOOKS!
YOU EVEN BURNED UP YOUR SHOES!
DOC CREATED A SNAZZY PAIR OF FRICTIONLESS SHOES FOR ME TO WEAR!
RRRRRICO...
...SUAVE!







OH NO!
MALFUNCTION!!!!!
BZKKTT!
PLINK!

SHA BOOM

THE EXPLOSION SCATTERED THE R.O.C.C.'S CONTAINMENT RINGS EVERYWHERE, AND ZAPPED DOC WITH OVER 10,000 VOLTS OF PURE EVIL ENERGY!...

...TURNING DOC INTO AN EVIL, **HARDBOILED**, ROBOTIC NUTCASE!!

I MUST **DESTROY** YOU... YOU WALKING PIN CUSHION!

D-DOC?

YIPES! I'M OUTTA HERE!

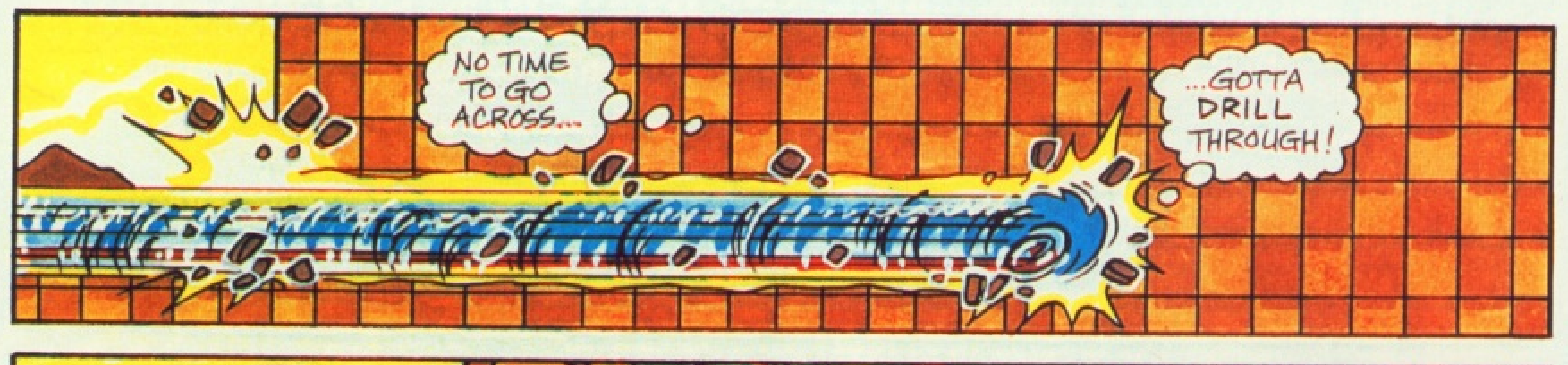
FSHOOM!

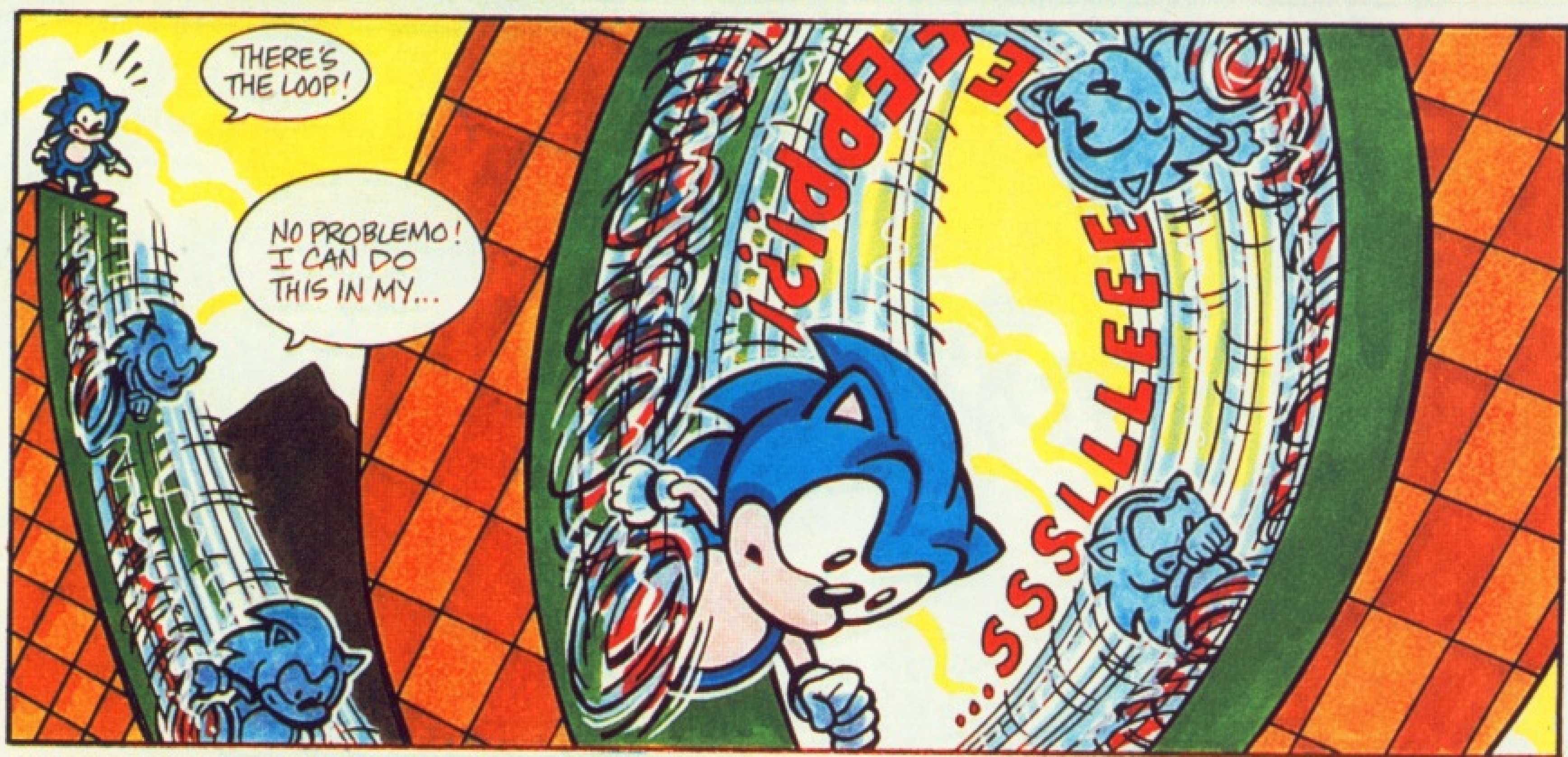


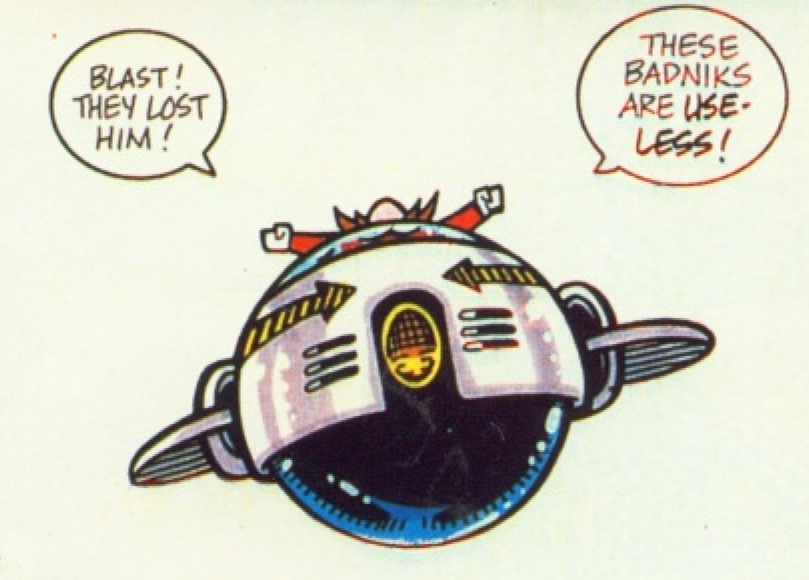




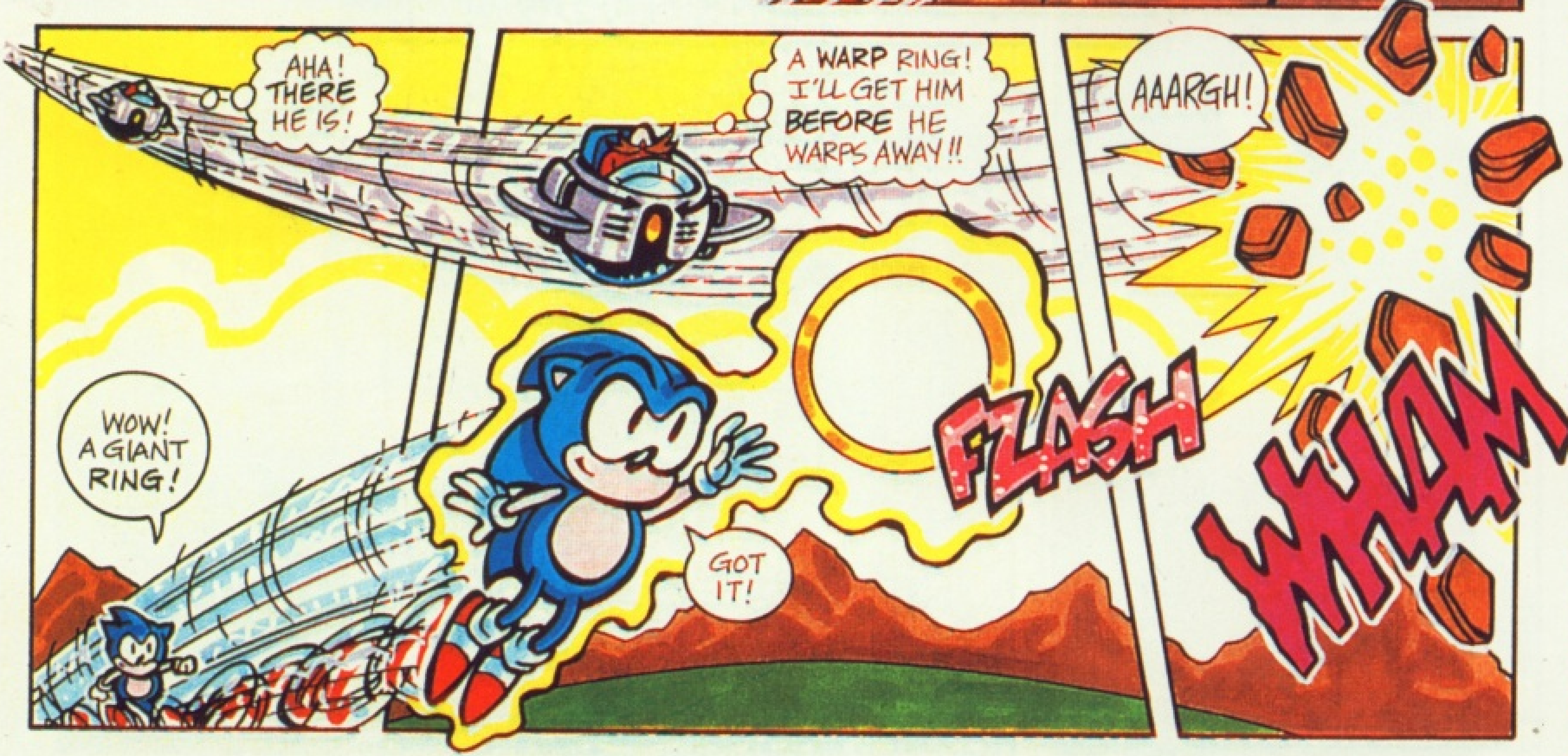

SOME TIME LATER...
MORE SPECIFICALLY - "TWENTY NEWTRONS, TEN BUZZBOMBERS, ONE SCIENTIST TURNED MEGLO-MANIAC, AND ONE HEDGEHOG" - LATER...
HA! I GOT YOU ROBOT-NIK!!
YOU GOT ME!?
AU CONTRAIRE, YOU ANNOYING LITTLE RODENT!
I'VE GOT YOU!!
GULP!
HE COULD HAVE A POINT THERE!...
TIME TO GO!
ZOOM!
THERE'S A GIANT LOOP BEHIND THAT MOUNTAIN!
.... I'LL SPIN ME A SUPER-FAST GET-AWAY!!

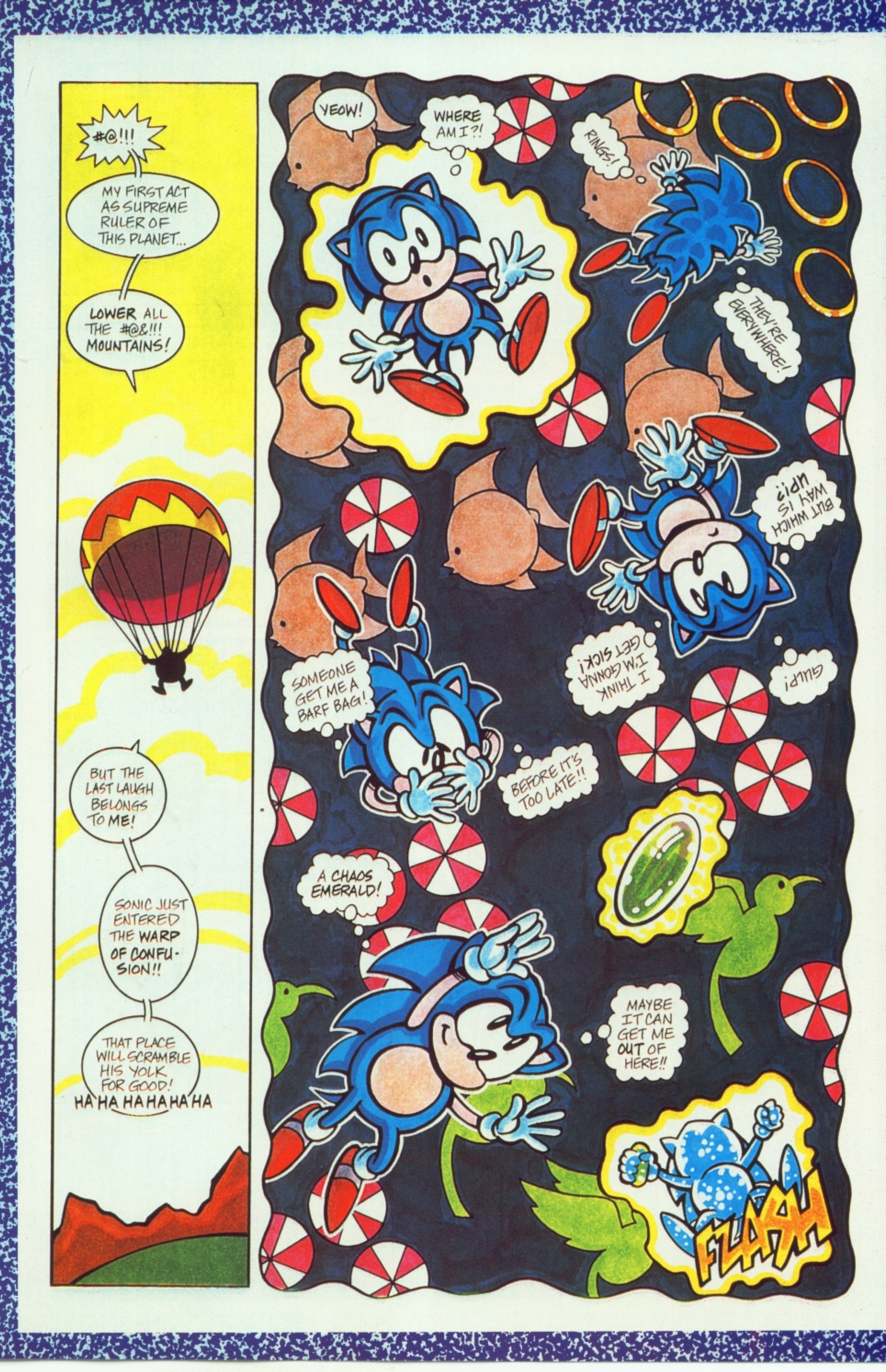

NO TIME TO GO ACROSS...
...GOTTA DRILL THROUGH!

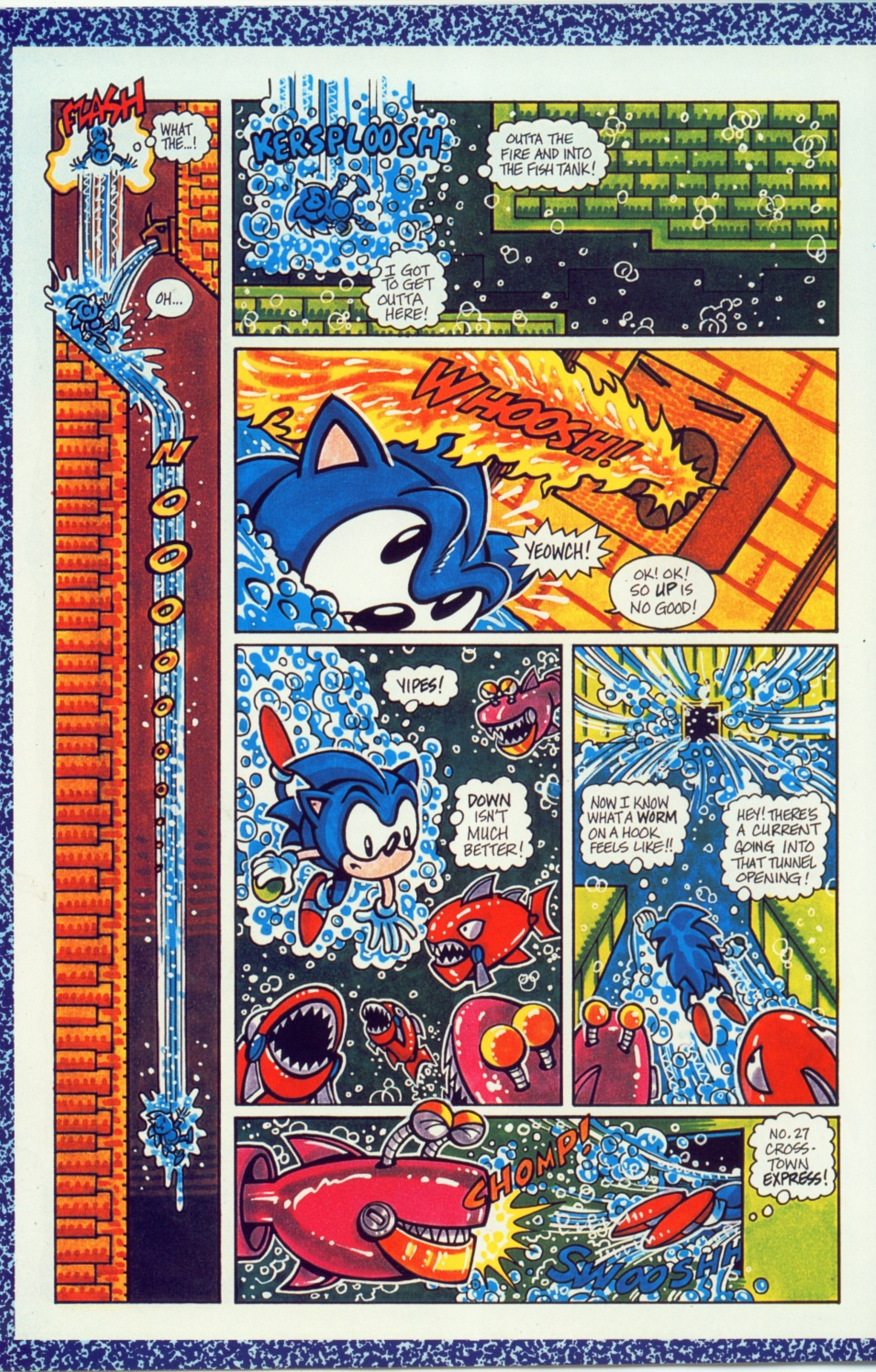

THERE'S THE LOOP!
NO PROBLEMO! I CAN DO THIS IN MY...
...SSSLLLEEEEEEEPPP!

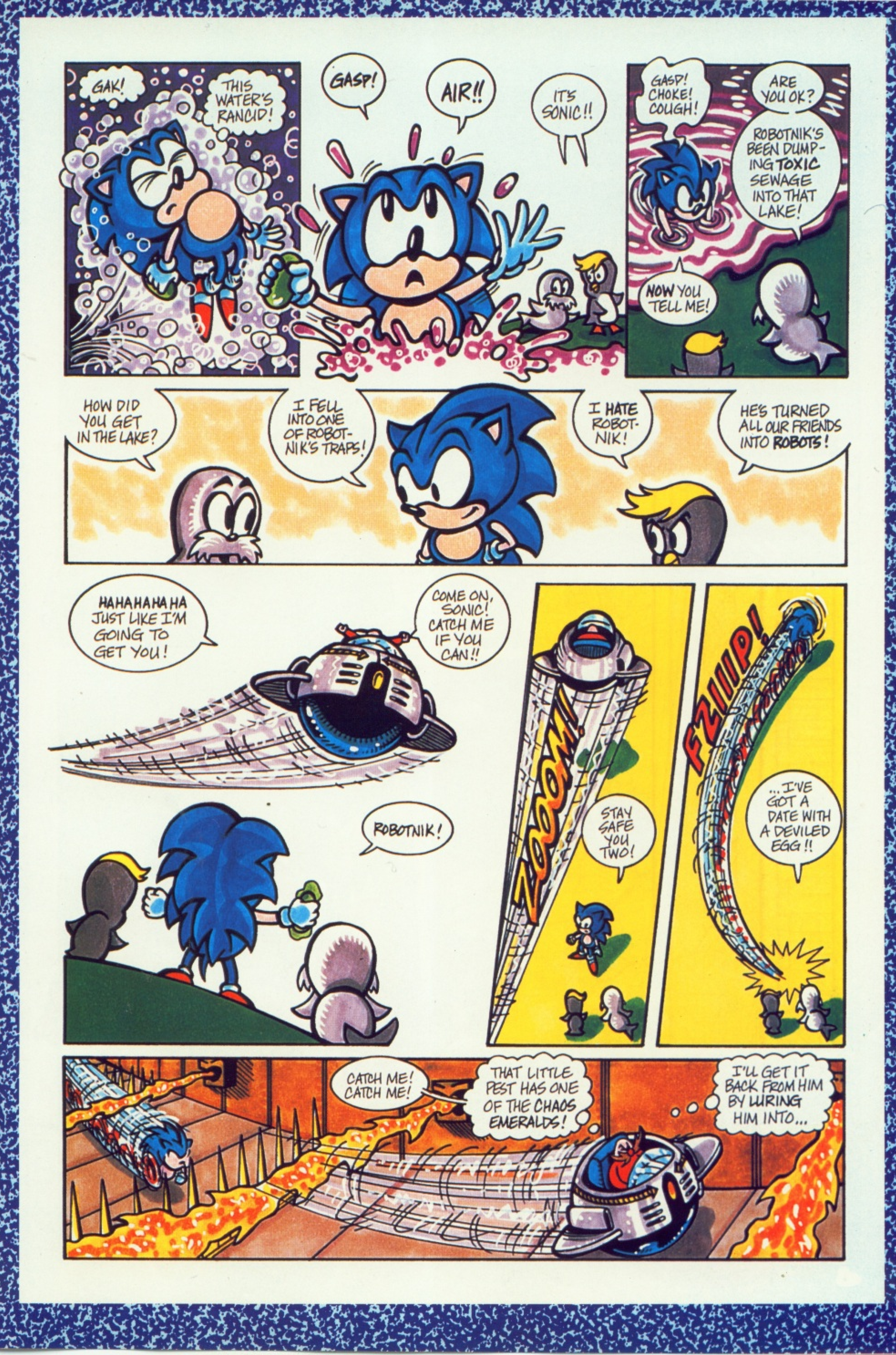

BLAST! THEY LOST HIM!
THESE BADNIKS ARE USE-LESS!

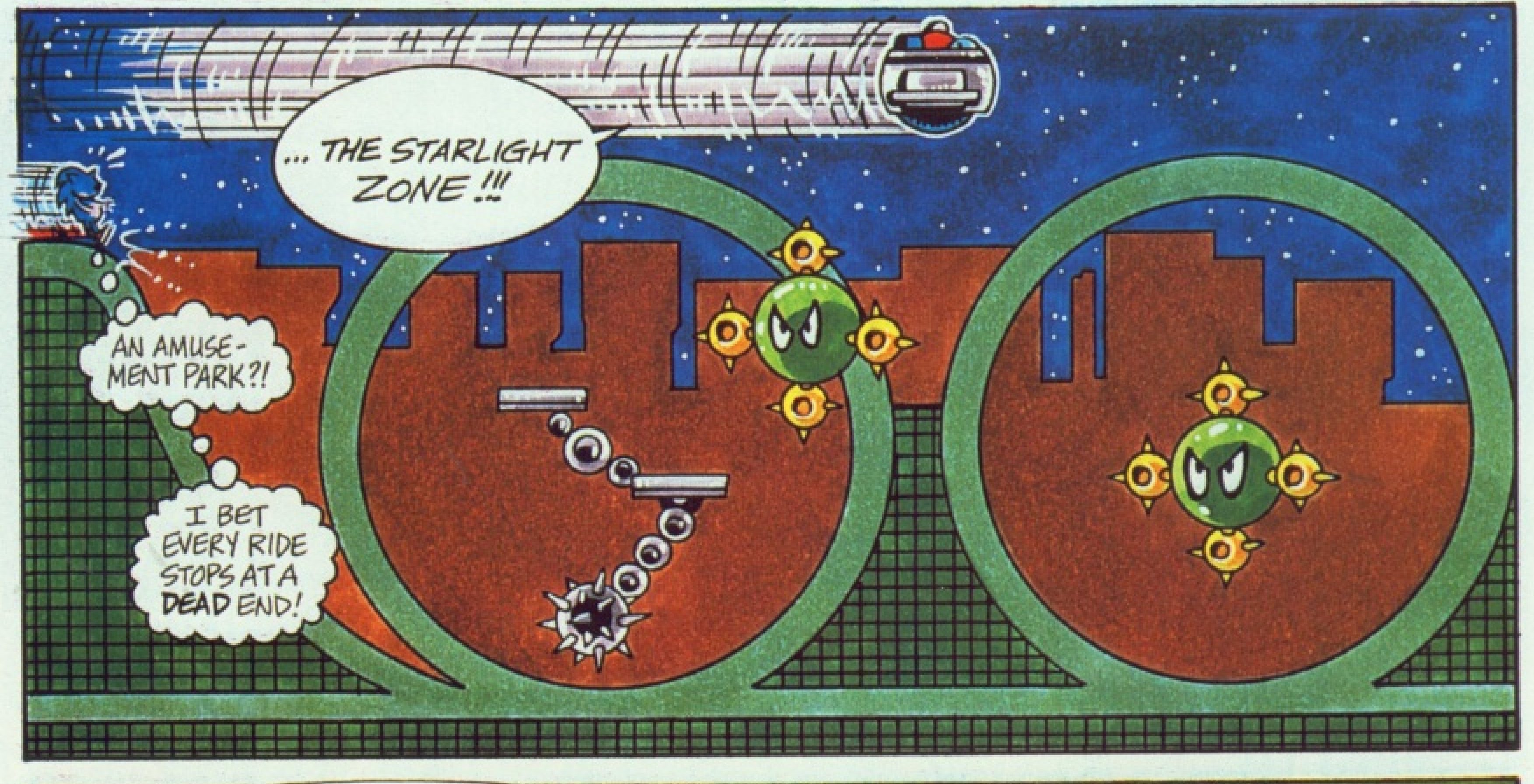

BAH! IF YOU WANT A JOB DONE RIGHT...
...YOU'VE GOT TO DO IT YOURSELF!
NOW, WHERE DID HE GO?!


AHA! THERE HE IS!
A WARP RING! I'LL GET HIM BEFORE HE WARPS AWAY!!
AAARGH!
WOW! A GIANT RING!
GOT IT!
FLASH
WHAM


#@!!!
MY FIRST ACT AS SUPREME RULER OF THIS PLANET...
LOWER ALL THE #@&!!! MOUNTAINS!
BUT THE LAST LAUGH BELONGS TO ME!
SONIC JUST ENTERED THE WARP OF CONFUSION!!
THAT PLACE WILL SCRAMBLE HIS YOLK FOR GOOD!
HA HA HA HA HA HA
YEOW!
WHERE AM I?!
RINGS!
THEY'RE EVERYWHERE!
BUT WHICH WAY IS UP!?
GULP!
I THINK I'M GONNA GET SICK!
SOMEONE GET ME A BARF BAG!
BEFORE IT'S TOO LATE!!
A CHAOS EMERALD!
MAYBE IT CAN GET ME OUT OF HERE!!
FLASH

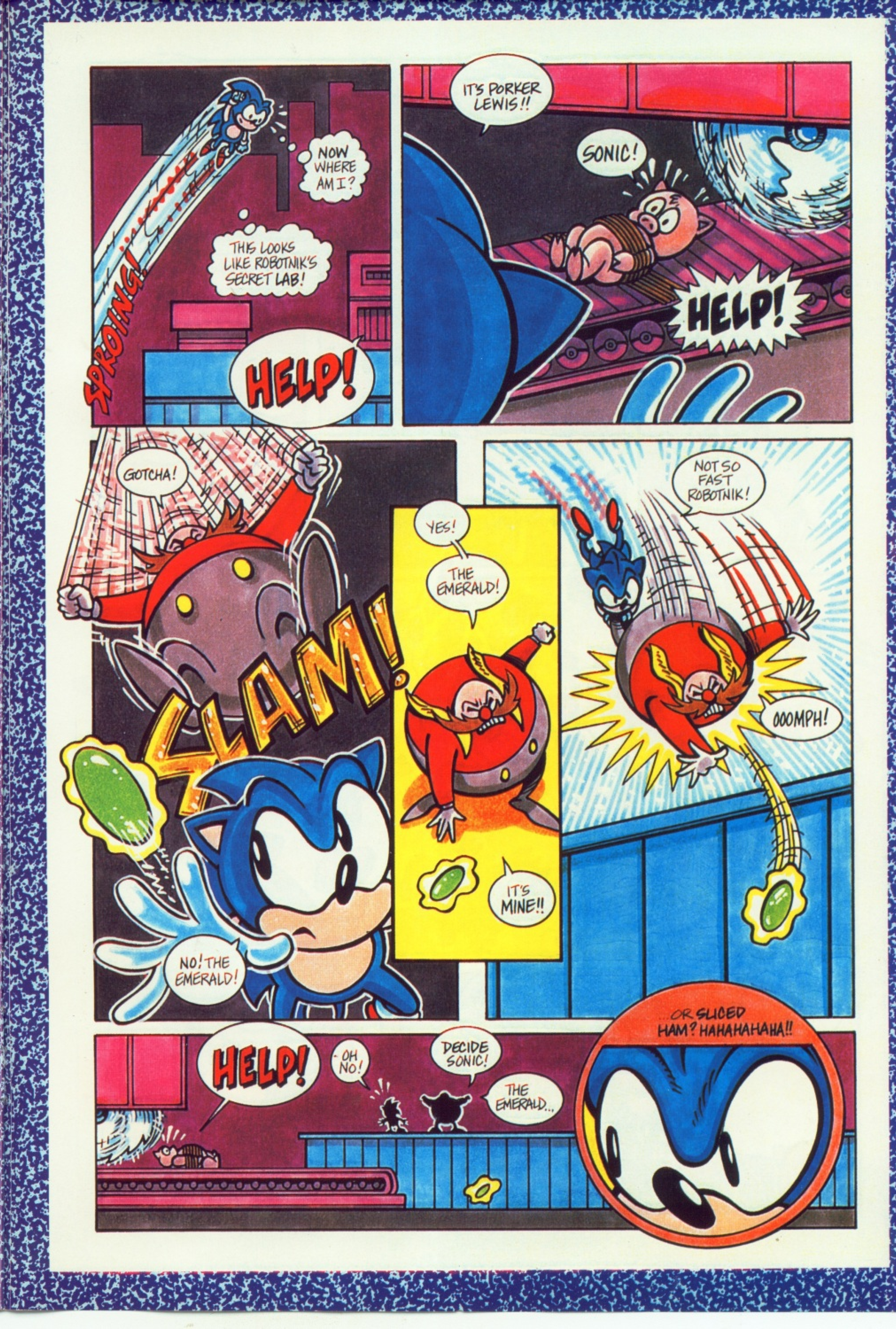

FLASH
WHAT THE...!
OH...
NOOOOOOOOOO!!!
KERSPLOOSH
OUTTA THE FIRE AND INTO THE FISH TANK!
I GOT TO GET OUTTA HERE!
WHOOSH!
YEOWCH!
OK! OK! SO UP IS NO GOOD!
YIPES!
DOWN ISN'T MUCH BETTER!
NOW I KNOW WHAT A WORM ON A HOOK FEELS LIKE!!
HEY! THERE'S A CURRENT GOING INTO THAT TUNNEL OPENING!
CHOMP!
SWOOSH!
NO. 27 CROSS-TOWN EXPRESS!

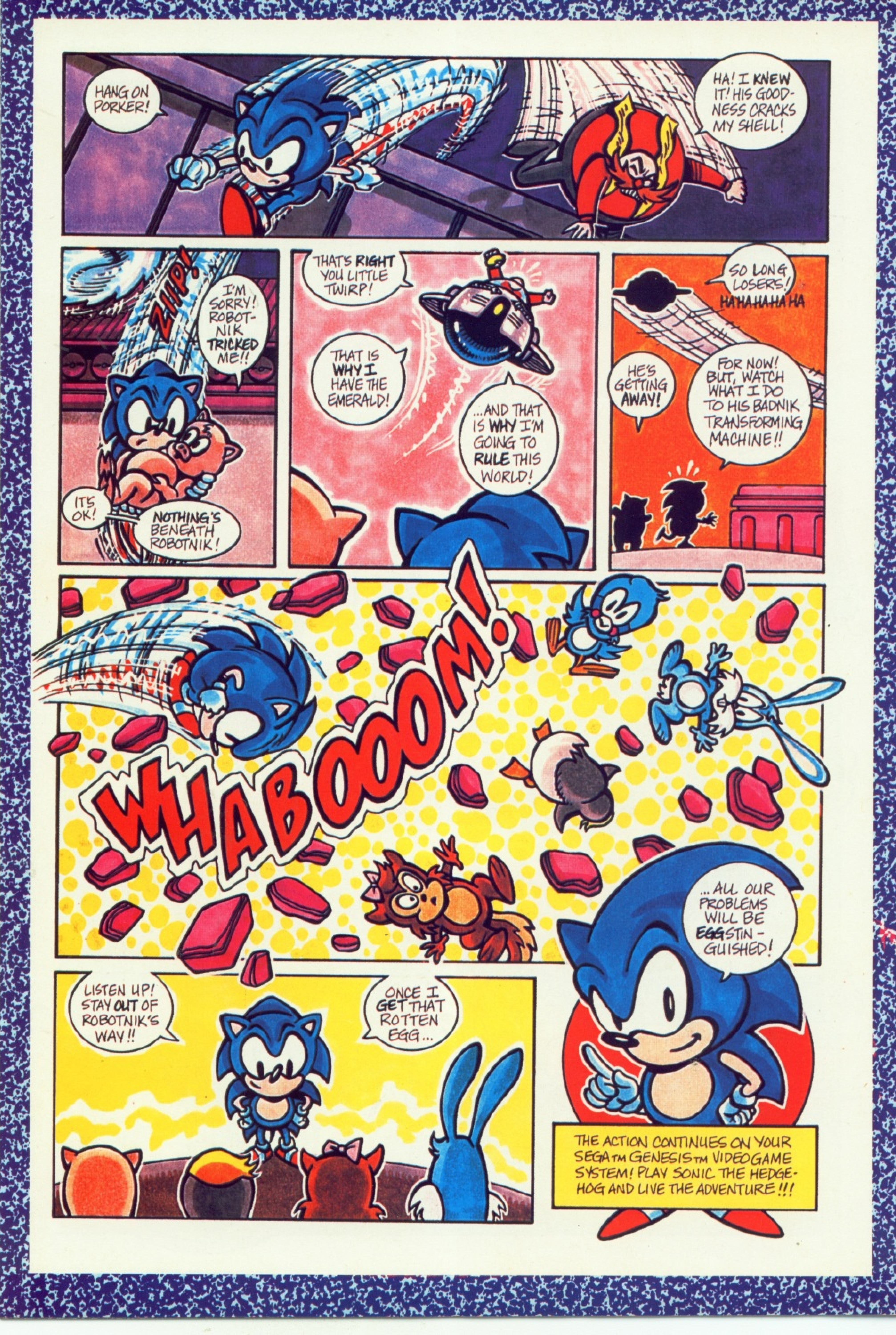

GAK!
THIS WATER'S RANCID!
GASP!
AIR!!
IT'S SONIC!!
GASP! CHOKE! COUGH!
ARE YOU OK?
ROBOTNIK'S BEEN DUMPING TOXIC SEWAGE INTO THAT LAKE!
NOW YOU TELL ME!
HOW DID YOU GET IN THE LAKE?
I FELL INTO ONE OF ROBOTNIK'S TRAPS!
I HATE ROBOTNIK!
HE'S TURNED ALL OUR FRIENDS INTO ROBOTS!
HAHAHAHAHA JUST LIKE I'M GOING TO GET YOU!
COME ON, SONIC! CATCH ME IF YOU CAN!!
ROBOTNIK!
ZOOOM!
STAY SAFE YOU TWO!
FZIIIIP!
...I'VE GOT A DATE WITH A DEVILED EGG!!
CATCH ME! CATCH ME!
THAT LITTLE PEST HAS ONE OF THE CHAOS EMERALDS!
I'LL GET IT BACK FROM HIM BY LURING HIM INTO...


... THE STARLIGHT ZONE !!!
AN AMUSE-MENT PARK?!
I BET EVERY RIDE STOPS AT A DEAD END!


CATCH ME! CATCH ME!
HA HA HA HA HA HA HA HA HA HA HA HA HA
GRRR!!
I'LL GET YOU SOONER THAN YOU THINK!

NOTHING IS GOING TO STOP ME!
NOT SPIKED TEETER-TOTTERS!
NOT ORBI-NAUTS!
NOTHING!
SPROING


SPROING!
NOW WHERE AM I?
THIS LOOKS LIKE ROBOTNIK'S SECRET LAB!
HELP!
IT'S PORKER LEWIS!!
SONIC!
HELP!
GOTCHA!
SLAM!
NO! THE EMERALD!
YES!
THE EMERALD!
IT'S MINE!!
NOT SO FAST ROBOTNIK!
OOOMPH!
HELP!
OH NO!
DECIDE SONIC!
THE EMERALD...
...OR SLICED HAM? HAHAHAHAHA!!


HANG ON PORKER!
HA! I KNEW IT! HIS GOOD-NESS CRACKS MY SHELL!
ZIIIP!
I'M SORRY! ROBOT-NIK TRICKED ME!!
IT'S OK!
NOTHING'S BENEATH ROBOTNIK!
THAT'S RIGHT YOU LITTLE TWIRP!
THAT IS WHY I HAVE THE EMERALD!
...AND THAT IS WHY I'M GOING TO RULE THIS WORLD!
SO LONG LOSERS! HAHAHAHAHA
HE'S GETTING AWAY!
FOR NOW! BUT, WATCH WHAT I DO TO HIS BADNIK TRANSFORMING MACHINE!!
WHABOOOM!
LISTEN UP! STAY OUT OF ROBOTNIK'S WAY!!
ONCE I GET THAT ROTTEN EGG...
...ALL OUR PROBLEMS WILL BE EGGSTIN-GUISHED!
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